JANUARY

45

Polyhedron™

NEWSZINE

RPGA™ NETWORK

©1988 TSR, Inc. All Rights Reserved.

The Critical Hit

A Visit to the City System

by Richard J. Rydberg

The FORGOTTEN REALMS™ campaign setting has become the flagship of an extensive product line detailing an entire world. Urban adventures have become increasingly popular during the past few years, and material is needed to support this milieu. Waterdeep has been chosen as the focal city of the north, and this is what the City System is all about.

Contents

The boxed set contains 12 maps (each 21 1/2″ by 33 1/2″, in color with a scale of 1″ = 100′), and a 32-page guide book. The first map is an aerial view of the city from the south end of the harbor (the city itself extends mostly northward). The second map is of Castle Waterdeep, the center of the government.

The last 10 maps each contain a portion of Waterdeep, and these join to form a single giant map measuring 86″ by 67″. Each building in the city is individually depicted from a birds-eye-view, and has a number/letter grid system for easy location of buildings the DM chooses to detail.

The guide book contains a history of Waterdeep, information on government and law, a listing of some of the buildings, and rules and tables for play within the city. Price: $12.00.

Components

According to the guide book, the maps are the true stars of the set, and the work on the city layout is indeed impressive. The first map is an artist's rendition of the city as viewed from above the harbor. It's a nice piece of art, but not very useable for gaming purposes; it does look good on the wall, though.

The map for Castle Waterdeep is split into four parts: a frontal view, the key to the map, and an exploded level-by-level view from the ground to the top of each turret. The rooms are color-coded to indicate use: city guard or watch, offices and records, servants, or guests of the city. Some rooms are individually labeled (kitchen, chapel, great hall, etc.), but specific functions and contents of the rooms are mostly left for the DM's imagination.

The 10 maps that join into one giant map are the heart and soul of the product. The two maps at the bottom (south) are mostly taken up with the harbor, while the rest are for the city and immediate surroundings. The inner two-thirds of each map details part of the city, while the outer third contains floor plans on selected important buildings on that individual map. These are well detailed, but there is no accompanying text.

Each building of the city is depicted. In map number five (the northwest corner of the city) I counted more than 850 individual structures, 21 of which were pre-labled. That leaves more than 830 free to be used by the DM.

The city is divided into seven "wards," which are distinguished by different colors. The guide book contains a descriptive paragraph for each ward.

Also in the guide book is basic information for the city and suggestions on how to run it. There is a legal code to help the DM get a feel for crime and punishment and a random generation system to help flesh out the hundreds of buildings. There is a brief listing of 282 structures with pre-determined functions (villa, inn, stable, etc.) so the DM doesn't have to start from scratch.

Other offerings in the book include a guide to services, random encounter charts, and some "Recurrent Situations" (vignettes to add color to the campaign).

Comment

There is a great deal to like here. First of all, the street and building detail is well done, as is the harbor. The "Street Scenes" and "Picking Pockets" tables help create unique settings and encounters for the PCs, and can lead to a number of adventures. The "Code Legal," although short, should be enough to cover any legal bind a character may be unlucky enough to get himself into. Backgrounds on law and justice contain some surprises for groups which think that this is just another town that will stand by while they let off some rowdy steam.

The title "City System" is a misnomer. It is designed for a specific city, not for general city creation and adventure, and the city needs lots of work to make it live. This is neither good nor bad; it is the type of system for someone who just needs a map and a little bit of help to get started, and then can take it from there. It is a useful system if you are looking for a city that can be tailor-made for lots of adventuring.

There also are a number of disappointments. The strongest point, the large layout of the city, is also its weakest point; the maps are too unweildy. In an effort to be grand, the maps are almost unusable for efficient reference during play. Scaled down maps for play should have been included. Oddly enough, such maps can be found in FR1, the "Waterdeep and the North" game supplement.

There are a number of small problems as well. The wards themselves are not labled. While the City System gives a list of 282 pre-determined buildings, FR1 gives the same list with a number of short descriptions as well. The small scale maps in FR1 would have been a great help in running the City System. The lords who run the government and the noble families who make up the intrigue in local politics are only mentioned in the City System, but described in FR1.

Conclusion

The City System, while good at what it does, becomes redundant when more complete information on Waterdeep is in FR1. Most of the tables in the guide book are unique, but these are not worth the price of the City System alone. The shortcomings become more pronounced when compared with other such systems on the market.

Those who want a complete, ready-made city to start an urban campaign, or who plan on making Waterdeep just one city of the many to be visited probably will be disappointed. However, for those who plan on spending a great deal of adventuring time in Waterdeep and want to make that city as alive and detailed as possible, this supplement could be worth the price. ❑

About the Cover

A band of adventurers is having a little difficulty dealing with a troll that doesn't want to be burned, illustrating our feature, Slay It Again, Sam. Art by Rick Lowry.

Publisher
Mike Cook

Editor
Jean Rabe

Assistant Editor
Skip Williams

Contributing Editor
Guy McLimore

Production Staff
Kim Janke
Stephanie Tabat
Sylvia Deering
Sharon Simonis
Debbie Poutsch

©1988 TSR, Inc. All Rights Reserved.

Polyhedron™ NEWSZINE

Volume 9, Number 1
Issue #45, January, 1989

SPECIAL MODULE FEATURE

8 **Working For The Wizard - by Dan Kramarsky**
The wizard Buvarik isn't asking for much. He just needs several veteran adventurers to pick up a few ingredients. This AD&D® game scenario was the final round of the Masters tournament at GEN CON® Game Fair 20. Illustrations by Rick Lowry.

FEATURES

7 **The Living City - by Jim Lowder**
The Friendly Familiar Pet Shop is filled with lots of furry and feathered faces looking for a good home.

20 **The Balloon at Beffu - by Mike Carr**
The author of the DAWN PATROL® game serves up this high-flying World War I scenario.

21 **Brawling In Style - by Jorge Contreras**
Barroom brawls are often a part of fantasy films and literature. Now they can be a part of your AD&D® game campaign with these rules for fighting with bottles, chairs, and many other items that can be found at your characters' favorite taverns.

25 **Slay It Again, Sam - by Steve Fuelleman**
Regenerating creatures can come back to get you.

27 **The New Rogues Gallery - by Erick Wujick**
The Sewer Rats, for Palladium Books' Teenage Mutant Ninja Turtles Role Playing Game, are a band of mutant rodents who live beneath the city, but crawl out of the sewers to help the oppressed.

Inside Back Mailer Cover - Judge Appeal for ORIGINS and GEN CON Game Fair

Outside Back Mailer Cover - New RPGA Network Pins

EDITORIAL

4 **Notes From HQ - by Jean Rabe**
The Network Coordinator looks for a commitment from tournament judges and reveals the regional directors.

5 **Letters - from the members.**

DEPARTMENTS

Inside Front Mailer Cover - Convention Announcements

2 **The Critical Hit - by Rich Rydberg**
TSR's City System boxed set is reviewed.

6 **On Your Feet - by Peter Hague**
Our new game advice columnist offers suggestions for using the voting system in RPGA Network tournaments.

26 **Fun In Games - by Rick Reid**
Our columnist looks at food, fun, and how they relate to gaming.

Notes From HQ

Resolutions and Regional Directors

Since it's the start of a new year it seems appropriate to make a few resolutions to help the RPGA™ Network and the gaming industry in general. If we all help our hobby, our hobby and our enjoyment of it will be that much better.

First, it would be nice if every judge resolved to keep his or her commitments to Network HQ. When you are scheduled to judge tournaments at GEN CON® Game Fair and other conventions throughout the country — show up. And if you can't show up contact the event coordinator in plenty of time so he or she can find a replacement for you. At the GEN CON®/ORIGINS™ Game Fair this past year we had several judges who didn't show up to run tournaments. Some of these judges attended the convention; they just elected to play in another event rather than keep their commitment to Network HQ. Actions like this affect other members who might be turned away from playing for lack of judges. Fortunately, this past Game Fair we were able to find enough replacement judges to make up for "no-show" judges. HQ records the names of judges who do not give valid reasons for missing events for which they have been scheduled. And just as judges gain points and levels for judging, judges lose points and levels for not keeping their commitments.

Next, resolve to get *at least* one more member to join the Network this year. Many of us are in gaming groups which have people who are not Network members. Tell them about the organization, the tournaments, the POLYHEDRON™ Newszine. With everyone's help we can make the Network's ranks swell.

Finally, resolve to help someone new to gaming become more interested in the hobby. So many times at conventions and gaming clubs I see "older" gamers congregate together and exclude younger people from their games. The reason? I've heard the older gamers say the "kids" aren't experienced enough; they play too chaotically; or they don't know how to role-play well. But these young people are very important to the hobby. Veteran gamers should welcome them. Playing with veteran gamers is a good way to get experience and to learn how to role-play better. You also might find that these newcomers have a lot to contribute. I played in a team tournament several years ago where the youngest team member — who was age 12 and hadn't been playing very long — was the only person in the entire event who solved the puzzle which was intregal to completing the tournament.

Directors

RPGA Network regional directors are a special breed of gamers who are willing to help out at conventions to such an extent that they frequently don't have time to play in or judge events themselves. They also work with area gaming clubs, and give Network HQ invaluable assistance with a myriad of tasks.

These members have considerable experience running conventions or working with various phases of conventions. If you are planning a convention and need advice or if you need help in locating game masters, contact the regional director nearest you. All correspondence to the regional directors should include a self addressed stamped envelope.

The regional director nearest you might even be able to attend your convention and help run RPGA Network events. Please note that all requests for sanctioned tournaments still must be made to Network HQ at least six months in advance of your convention. HQ's new address is PO Box 515, Lake Geneva, WI 53147.

If our list of regional directors changes or grows we will keep you posted in future *Notes From HQ* columns.

Dan Kramarsky
435 E. 77th Apt. 6E
New York City, NY 10021

Steve Glimpse
P.O. Box 21874
Tampa, FL 33622

William Tracy
7439 Hwy. 70 S. Apt. 110
Nashville, TN 37221

Greg Schwartz
1225 Sycamore Rd. Apt. H
Seymour, IN 47274

Keith Polster
2432 Park Ave. Apt 6
West Bend, WI 53095

Tom Prusa
1854 Sumner
Lincoln, NE 68502

Jeff Albanese
2460 W. 229th Place
Torrence, CA 90501

Gary Haynes
392 Hawaii Way
Placentia, CA 92670

Malcolm Wood
#84-320 Westminster Ave.
London, Ontario
Canada N6C 5H5

At Large:
Rembert Parker
309 Sabal Park Place Apt. 101
Longwood, FL 32779

For the U.S. Military:
John Cereso
P.O. Box 52
Clear AFS, AK 99704

Judge Appeal

The mailer cover of this issue contains an appeal for judges for ORIGINS 1989 in Los Angeles, CA and GEN CON Game Fair.

We assign many of the judges on a first-come, first-served basis. In other words, don't wait until the last minute to send in a judge form.

Thanks

Thanks this month go to TSR Inc.'s Jim Ward, who has helped spur the production of our Living City Gateway Pack and who has been reviewing member-written RPGA Network tournament modules for possible publication as gaming products. So far, Jim has slated the Network AD&D game tournaments *Gargoyle* and *Puppets* to appear as products in 1989.

Take Care,

Jean ❑

Letters

Notes on the Newszine

At GEN CON®/ORIGINS™ Game Fair, RPGA Network members were asked to give input on how well they liked the new style and format of the POLYHEDRON Newszine, so here are one member's opinions.

As far as the new packaging is concerned, I really enjoy the large issue numbers on the outer cover page. I no longer have to flip to the inside cover to figure out what issue I am holding. Thanks.

The new color is snazzy, eye-catching, and generally improves the magazine's overall appearance — another good move.

I like the titles of the articles being large, bold, and black, and the new spot for the page numbers at the top of the page. Both changes make the articles easier to locate. For that reason, I would not mind seeing the titles of the articles under the "departments" heading to have solid, black letters as well.

Thanks for the tiny box that now appears at the end of each article. It is a nifty reminder of when to stop turning the pages.

Relating to the format, as the official magazine for the RPGA Network, I feel it is important for the POLYHEDRON Newszine to continue to regularly include articles from many game systems. Although I personally use only the material designed for the AD&D® game system, articles do not have to be useful in order to be entertaining or informative. For instance, reading scenarios for other game systems gives me an idea if those are the kinds of games I would be interested in purchasing or participating in at the next convention I attend. I think the current mix of game systems in the POLYHEDRON™ Newszine is good. However, if this mix were to change, I would hope to see an even greater variety of systems discussed in the pages of the Newszine.

Keep up the good work and congratulations to the Newszine's staff on the recognition it received at GEN CON®/ORIGINS™ Game Fair.

Rocco Pisto
Bartlett, IL

Thanks Rocco, we'd finally put away the props we'd been using to support our swelled heads at the Game Fair — now we'll have to get them out again.

The copy on the outer mailer cover is a feature that is definitely staying. Flipping the cover on older issues just to see the number is *a real pain. One of our assistant editors got so tired of flipping covers he penciled numbers on the outer covers of all his back issues — numbers began appearing on the outer covers not long after that.*

We like the color too; you also might have noticed that we managed to slip some extra color inside this issue.

The Departments headlines appear in outline form in order to make them different from other headlines. We think that makes them stand out more. What does everybody else think?

The "tiny box" is called a dingbat. A dingbat is any small graphic element used to spruce up a printed page. We're very pleased somebody noticed ours, because we spent an inordinate amount of time selecting one. The process led to considerable grinding of teeth and tearing of hair, our own and each other's. The former art director favored a dingbat that looked like a two-tone arrowhead, but the editors didn't care for it. Eventually, the editors took the decision into their own hands, settling on a large dingbat made up of two arrows pointing at each other. Unfortunately, it turned out looking like a bow tie dropped on the page by some untidy gentleman, so enter the box.

Although we do get letters from readers asking that we drop other systems and concentrate solely on the AD&D® game, we do not intend to do so. As you point out, Rocco, the Network is for all role-players. There is a large cadre of members who appreciate our non AD&D game material. AD&D game fans, however, shouldn't feel too frustrated. We will continue our Living City *and* Fun in Games *features, which are for the AD&D game (although with a little work the material could be used with the D&D® game or almost any fantasy role-playing system). And this issue we have replaced the now defunct* Arcane Academe *with another AD&D game advice column,* On Your Feet, *by veteran DM Peter Hague.*

(Continued on page 30)

POLYHEDRON™ Newszine (the official newsletter of TSR, Inc.'s ROLE PLAYING GAME ASSOCIATION™ Network) is published bi-monthly by TSR, Inc. The mailing address for all correspondence is: P.O. Box 515, Lake Geneva, WI 53147. Telephone: (414) 248-3625.

POLYHEDRON Newszine is mailed free to all RPGA™ members. US membership rates are $12 per year (bulk mail delivery only); foreign rates are $20 per year (surface mail) or $30 per year (air mail). All prices are subject to change without notice. Changes of address for the delivery of membership materials must be received at least 30 days prior to the effective date of the change to insure uninterrupted delivery.

POLYHEDRON Newszine welcomes unsolicited submissions of written material and artwork. No responsibility for such submissions can be assumed by the publisher in any event. No submissions will be returned unless accompanied by a self-addressed, stamped envelope of sufficient size.

Unless special arrangements to the contrary are made prior to publication, materials submitted to the Publisher for publication in POLYHEDRON Newszine are accepted solely upon the condition that the materials may be edited and published in POLYHEDRON Newszine or used in RPGA™ Network sanctioned tournaments, conventions, and events without cost to the Publisher. All other publication rights may be reserved by the author except that, upon publication, the Publisher is granted a first right of refusal to purchase any and all such publication rights offered for sale by the author. Solely for purposes of submissions for publication in POLYHEDRON Newszine and upon prior written agreement, authors may be granted a non-exclusive right to use TSR copyrighted material with proper acknowledgement; however, any use of such copyrighted material in the submission beyond the newszine without TSR's further prior written approval is prohibited.

In the event an article submitted for publication in POLYHEDRON Newszine contains material copyrighted by TSR, Inc., to such an extent as to make it impractical to separate those materials from the submission, TSR will retain copyright ownership of the article upon submission for publication.

However, if TSR makes use of the materials contained in the article for any product or commercial purpose beyond RPGA™ Network use, TSR will pay the author the then current fee for such product or purpose.

All letters addressed to the RPGA Network or to TSR, Inc., will be considered as submissions and may be printed in whole or in part at the discretion of the editor unless the sender specifically requests otherwise in writing.

Unless otherwise stated, the opinions expressed in POLYHEDRON Newszine are those of the individual authors, and do not necessarily reflect the opinions of TSR, Inc., the RPGA Network, or its staff.

© designates registered trademarks owned by TSR, Inc.
™ designates trademarks owned by TSR, Inc.
Most other product names are trademarks owned by the companies publishing those products. Use of the name of any product without mention of trademark status should not be construed as a challenge to such status.

©1988 TSR, Inc. All Rights Reserved.

On Your Feet

A Column for Dungeon Masters

by Peter Hague

Having been harassed for some time over my lack of active involvement in the RPGA™ Network and finally deciding that the harassment was not without merit, I have decided to turn over a new leaf and begin by writing a column (which I hope will not be too irregular). Picking a subject, however, proved difficult. There are many intriguing subjects about which I know nothing, so I cannot write glibly about them. On the other hand, there are a few subjects I know very well, but nobody would care to read about them. (Except perhaps my dog, who doesn't have a choice.)

So I decided to write a column on being a Dungeon Master. So what else is new? There are lots of articles around on rule interpretations and even some on logarithmic calculations for inflicting falling damage on characters foolish enough to take a longer than normal step off a higher than normal platform.

This column is meant to focus exclusively on the Dungeon Master's viewpoint of role-playing, something which is only occasionally discussed and yet is a subject which is particularly pertinent within the Network.

In all of this, I hope to raise some points which give Dungeon Masters (and players) something to consider and, perhaps, to incorporate into their games and playing styles. If I am particularly fortunate, I hope to prompt response from Network members who, like me, have been silent participants in our association.

Finally, and probably most important, I hope to make the column worth reading.

With all that done (and hoping I am left with an audience which does more than bark) I will start with:

Tournament Scoring

One of the more popular ideas in the Network has been the tournament scoring system (individual advancement). Before the point system, advancement simply meant that the player moved to the next round. If continued to its conclusion, the player won the tournament and was rewarded with an ever-popular item, the Kickback Buck, good for redemption on items the winner probably already owned. But the satisfaction of winning is always worth something, and that seemed to be sufficient.

Then came the introduction of player points which changed the whole outlook on advancement. Certainly, I am not against the point system, seeing how many people enjoy this aspect of our organization and how much interest the whole idea has engendered. Still, the player experience point system has added something entirely new to the idea of advancement and winning (the higher the advancement, the more points one gains).

Given all of this, I think each player and DM should give more thought than they seem to give to their ranking of players within their group.

As things now stand, I can usually predict many players' picks for advancement at the time the character sheets are given out.

All tournaments seem to be designed with characters ranging from very forceful and dominant to those more subtle and laid back. Certainly this makes sense, as no party would stay together long if it were comprised of all dominant characters or all followers.

More often than not, though, the advancing players are those who draw (or pick) the party leader or the dominant character, and this bothers a lot of people (including me). This phenomenon is more pronounced in the second and final rounds when the players rush to be assigned the dominant character.

Is a player who plays a dominant character as such properly scored ahead of a player who keeps his following character in the role-playing rear? Honestly, I think not, and yet I see it happen over and over. Perhaps this is stating the obvious, but a tougher question comes down to who is scored higher, a dominant character well played or a laid back character equally well played. There are no ties allowed in the scoring system so the choice must be made and players of equal skill are more common than first might appear, particularly in the Masters tournaments.

I rank the laid back character higher, since I feel it takes more discipline and insight to play such a character well than it does to play a dominant character well. I also look for the small things in a laid back character, as those are really the only areas in which the player can "strut his stuff."

For example, I judged a Masters final a couple of years back. A very skilled player drew a female magic user who was written as almost characterless, with vanity and indecision being her primary characteristics. More than once the party found itself in a bit of trouble, and the character in question had the magical spells to pull the party through without very much trouble. Instead of using the magic, the character combed her hair and fretted over what to do. I was impressed and gave the player my vote for first place, though I think it was not the popular choice. In fact, top scores went overwhelmingly to the player who drew a boisterous and overpowering barbarian (and played it well). My second vote went to the player who drew an almost equally laid back character but did a fabulous job as a shape changed weasel trapped in a knapsack. Again, I was impressed, and again I think my votes ran counter to those of the players.

The net effect was that my votes knocked the barbarian player out of a placement when he really did play well. So it goes. I felt both the "laid back" players showed real creativity with some difficult characters, and it is this creativity *within character* which I look for more than anything.

Another tendency I have seen (of which I strongly disapprove) is seeing the more experienced players alter a character which they draw that has a secondary role. Veteran players know from experience that dominance equals an edge in advancement so some will "redefine" their character to achieve this dominance.

For example, in an earlier round of the same tournament, a player took the vain and indecisive magic user and disclosed that he was a shape changer. By doing this he moved his character into a more dominant position, and he continued to assert this dominance throughout the round.

I felt that such action was diametri-

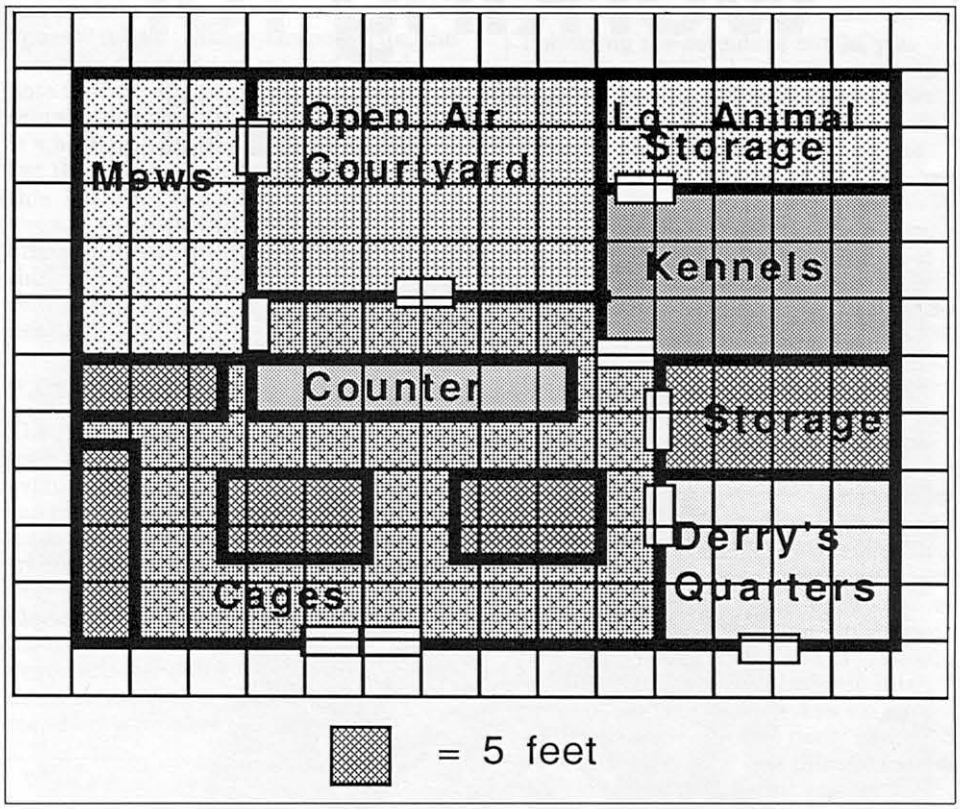
(Continued on page 31)

The Living City

The Friendly Familiar Pet Shop

by Jim Lowder

"The Living City" is a continuing feature in the POLYHEDRON™ Newszine through which members can share their best fantasy city material with the rest of the Network. All submissions will eventually become part of TSR, Inc.'s series of LIVING CITY fantasy play-aids. If you have a building, business, encounter, or personality that adds some spice to your campaign's "town business" we'd like to see it.



The sign of the black cat sleeping on a treasure chest lets you know that you have found The Friendly Familiar Pet Shop. The large, single-story structure is the home and workplace of Derry Brandondale, a middle-aged, retired adventurer of some renown. Derry sells pets, both common and exotic, and also trains animals and cares for sick or injured pets and wildlife.

While Derry trades mostly with the locals, he is quite comfortable dealing with well-traveled adventurers and usually can surprise even the most seasoned veteran with his knowledge of wild and domestic animals. Traveling heroes often stop at The Friendly Familiar to buy a companion for their journeys, or as a present for those they are leaving behind, or to find answers to their questions about the creatures they might face. Derry frequently hires parties to capture exotic animals for special orders.

Consult the table for the percentage chance that the specific type of animal a player character is seeking will be in stock at The Friendly Familiar.

The shop, like the rest of the building, is very clean, surprisingly so for a pet shop. Spacious cages, tanks, and holding pens abound. It is clear from their surroundings that the animals are well cared for and healthy.

Derry usually will be found in the shop, leaning back in a chair, yipping at two blink dogs in their own language. The blink dogs will stay in the shop when customers arrive and will be friendly as long as nobody threatens Derry. Derry, too, will be very helpful, as long as people are polite. He is wary of strangers, however, and will deal with most customers he does not know from behind the counter. He keeps his sword hidden there in case of trouble. The doors at the rear of the shop lead to the kennels, mews, and courtyard.

The kennels always will house at least four dogs. They are clean and large. Aggressive or wild canines are kept in a separate area of the kennels so they won't disturb the more domestic animals.

Birds of prey are kept in the mews. The birds are tied by short cords to their perches, which are spread well apart to prevent the birds from injuring themselves or each other. Derry's hawking garb and equipment are also stored in this area.

The large stalls toward the rear of the structure are built to temporarily hold large animals, such as horses or big cats, or serve as a quarantine area for sick animals. However, since Derry does not regularly keep large animals in stock, this area is often empty.

The courtyard of The Friendly Familiar is open to the sky and is closed in at the rear of the structure by a large, sturdy, wooden fence. Derry tries to exercise the animals in this area as often as possible. The courtyard also serves as an excellent spot for the occasional training he does.

The remaining rooms are for storage and living quarters. Derry prefers to live simply, and his quarters reflect this desire. The blink dogs also live in Derry's room.

Derry Brandondale

5th Level Male Human Fighter

STR: 15
INT: 17
WIS: 9
DEX: 10
CON: 11
CHA: 16
COM: 14
AC Normal: 8
AC Rear: 10
Hit Points: 35

(Continued on page 31)

Working for the Wizard

An AD&D® Game Adventure for 5-7 characters of levels 6-8

by Dan Kramarsky

Notes for the DM

This adventure centers around a dangerous, but important, scavenger hunt. The PCs will be teleported to three locations where they can find couatl feathers, the holy symbol of a long-dead cleric, and some scales from a gold dragon. There are three sections to this module. Each of these sections is preceded by a summary, which explains how the action should go. Each section's monsters are listed at the end of the section. The PCs will not be able to rest and regain spells between sections.

Introduction

The arch mage Buvarik is embroiled in a feud with the demon prince Graz'zt. The wizard has decided to *banish* the demon back to the abyss. To get the best possible chance for success, Buvarik needs several exotic spell components: couatl feathers, a holy symbol from a dead patriarch, and gold dragon scales. To get these items quickly, and to conceal his intentions from Graz'zt, he has decided to hire the PCs to get them. To protect them from Graz'zt, however, he has decided to remain anonymous and to conceal his true goal. His agent, Kadifahl, approaches the PCs, greeting each by name.

A short, swarthy man approaches you. His clothing and equipment are besmirched and grimy from many long days spent on the road. "Greetings heroes. I am Kadifahl," chirps the stranger as he plops down a pair of heavily loaded saddlebags. One container clicks metallically; a musical, crystalline clink comes from the other. "I see I have the honor of addressing a most accomplished group," the man continues, naming each of you.

"Please do not be alarmed or offended by my familiarity. Adventurers such as yourselves cannot go unnoticed for long. I represent a certain gentleman who believes your talents will fit a task he has in mind. Here are a few complimentary samples of my employer's handiwork." The man reaches into the clinking saddlebag and produces one liquid-filled crystal vial for each of you. Each vial is clearly labeled "healing."

"As you know, elixirs such as these require exotic raw materials. My employer has urgent need of three rare components and would like you to obtain them on his behalf. Since this matter is delicate as well as urgent, I cannot tell you what these components are — if you accept the task the components' names will be revealed in due course. In return for this service, which will take no more than three days, you are offered a modest sum of cash, any and all additional treasures you obtain while engaged in the search, and one additional elixir for each of you, to be chosen from my employer's private stock."

Pause for player response. Each vial contains a *potion of healing.*

The Task

If the PCs want more information, or if they accept the task, Kadifahl reaches into the other saddlebag and produces four small platinum plaques, numbered one through four. He explains that these items will guide them through the task. When the PCs join hands and touch the first plaque, they will be *teleported* to the general location of the first item. Once there, the name of the first item will appear on the second plaque. When PCs find the item they can teleport to the next location by placing the item on the plaque. Once there, the name of the second item will appear on the third plaque. Once a plaque is activated (shows the name of an item), it will automatically *teleport* the holder after a variable number of hours. Failure to retrieve all three items might constitute failure to complete the task (see Ending the Adventure). The plaques become non magical after teleporting the PCs. Each plaque is worth 250 gp, and the PCs may keep them (this is the modest sum of cash mentioned above). Because of the need for secrecy, Kadifahl can give them no other information. But he will allow the party one full day to think about accepting. If the PCs hold out for a bigger payment, Kadifahl will bargain with them, but it is up to the DM to keep the payment within the bounds of reason for the campaign.

Refusing the Task

If the PCs refuse the task, Kadifahl shakes his head sadly. He calmly recites one name for each PC. In each case, the person named is a close friend or relative. Kadifahl explains that these people are currently "guests" of his employer, and that the "guests" and his employer will be terribly disappointed if the PCs do not accept the task. Kadifahl can produce short notes written by each "guest" (if the "guest" cannot write, the note was dictated and marked). Each note is short and to the point. "Please come," "Wish you were here," etc. This is a bluff (see Ending the Adventure), but the PCs will not be able to detect this. Kadifahl will play it to the hilt, but will use innuendos rather than direct threats. "Who knows how long they will linger at the castle; it can be a cold, lonely place, very bad for the health."

Part I: Afternoon in the Jungle

The PCs are teleported to a jungle. They hear sounds of battle and investigate, eventually rescuing a shaman and his son from a group of keches. The pair leads them to an abandoned temple where a couatl is rumored to live. There they meet an old man — the couatl in disguise. The couatl's pyramid home has been taken over by a pair of demons. After doing battle with the demons, the couatl gives the party members a number of his feathers.

With a flash, you teleport into the unknown. There is a muffled thump and a vague, stomach-turning sensation of movement in an unknown direction. As you slowly recover your senses, you find yourselves sitting on damp earth. All around you are the moss-covered trunks of great trees. Sunlight filters down from the green canopy overhead. You are in the middle of an endless jungle! The heat is oppressive, and the sounds of birds and insects fill the air. The second teleport plaque is lying next to you. Inscribed on its surface are the words: "Couatl feathers. Four hours."

As your eyes adjust to the semi-light of the jungle, you hear a sharp yell of pain and frustration, followed by much gibbering and screaming. The sound comes from the west, quite nearby.

Encounter #1 — Shaman & Son

If the PCs approach the sounds of battle, they will find a local tribal shaman and his son, who have been set upon by a group of keches. The keches have trapped the older man in a snare, and are attacking the son. Although the son is a fine fighter, he will not last long against the assault of all five keches.

Following the sounds of battle, you push through the dense undergrowth to an area where several trees grow close together. A young tribesman is standing with his back to one of the trees, swinging a broad sword and screaming in an unknown tongue. Three humanoids are attacking him. The humanoids are the color of the treetops and look wiry and strong. They have sharp claws and teeth and evil black eyes.

High above the battle, an old man is hanging from a vine by his left foot. He screams and curses at the humanoids as he struggles to escape the snare.

The party should make some attempt to help the tribesmen. If they do not, the keches will ignore them and continue the battle. It will take the keches three more rounds to kill the shaman's son if he receives no aid. If the son is killed, the keches will take the body up into the trees, pull the old shaman up as well, and scuttle off. The party can follow and attempt a last minute rescue, but that would be difficult at best.

If the party intervenes, run the battle normally. There are three keches attacking the son, and another two hidden in the trees above (just waiting to surprise party spell casters).

If the party defeats the keches and frees the shaman, he will be extremely grateful. If the PCs use magic, the tribesmen will be in awe of this ability — obviously the PCs are mighty witch doctors.

The shaman and his son do not speak Common, so it might be difficult for the party to communicate with their new friends. If any PCs were injured, the old shaman will want to help with the healing. While his *cure light wounds* spells are effective, the method of his casting is different from the PCs'. To cast spells, the shaman must dance, chant, shake weird gourds (or perhaps even a shrunken head), and otherwise throw his body into a jerking fit. It could be hard for the PCs to understand they are being cured. Of course, like any spell caster, the witch doctor will react very badly to interruption while he is casting.

Although communication with this pair should be difficult, it should not be impossible. PC inventiveness should be rewarded. The shaman will want to give the PCs something for rescuing him. If they ask for feathers, he's got plenty. He has feathers in his pouches, on a belt, in his headdress, on arrow shafts, etc. Of course none of the feathers are from a couatl. The shaman knows what kind of bird each feather is from, and will try to describe each bird to the party — if they seem to want that information. But remember the language barrier. To get what they need, the PCs will have to make the concept of a couatl clear to him. Meanwhile — the son will be extremely bored (he doesn't want to be a shaman and finds all the chants and dances silly). He will make fun of the party's attempts to communicate with his father, who will chastise him for his disrespect.

Once the old man understands that the party wants something from a couatl, or that the party wants to meet the gods, he will escort them to Encounter 2.

Shaman: AL N; MV 12"; D4; hp 20; AC 7; THAC0 18; #AT 1; Dmg staff; Size M; In Above Average

Spells carried: *entangle* (x3), *detect poison, invisibility to animals, speak with animals, cure light wounds* (x2), *goodberry, slow poison, neutralize poison, snare*

Shaman's son: AL N; MV 12"; F3; hp 22; AC 7; THAC0 18; #AT 1; Dmg broad sword +1; Size M; In Average

Keches (5): AL NE; MV 15"; HD 5; hp 14, 23 (x2), 29, 22; AC 4; THAC0 15; #AT 3; Dmg 2-5/2-5/1-6; Size M; In Average; SA Surprise 5 in 6, climb trees at 60 feet/round, cannot be tracked 50% of the time, move silently 50% of the time.

Encounter 2 — The Abandoned Temple

The Shaman and his son will lead the party through the jungle. They will travel for 30 minutes without any encounters and will eventually arrive at a vine-covered pyramid with three "steps." This site was sacred to a local tribe in the distant past, but the tribe was destroyed by the "evil spirits" conjured up. The old shaman will be happy to act out this story for the party. His son is very scared of the place, but is anxious to appear brave. He will continually look over his shoulder and will walk very carefully. The closer the group gets to the pyramid, the more jumpy he gets.

> You have followed the old shaman for half an hour. It is late afternoon and the jungle sun shines red and gold through the trees. Before you, you see a clearing. Undergrowth and vines are thick, but there are no trees. In the center of the cleared area is a stone structure. It is a step pyramid with three levels. The entire pyramid is covered with vines. A very old man is puttering about in a clump of weeds near the clearing's edge. He looks up suddenly, as if surprised by your presence.

The "very old man" is in fact Xapultec (Xap for short), a young couatl *polymorphed* to human form. He speaks perfect Common, but will pretend to understand only pidgin. He speaks without using prepositions or the word "the." Behind this disguise, the couatl is wise and cunning. He will not be fooled by lies, and he will take badly to being patronized by the party.

Xapultec used to live in the pyramid, which is left over from a centuries-old tribe. Their most powerful clerics used the pyramid as a base for their worship of evil gods. After the pyramid was abandoned, the couatl took up residence there partly for his own comfort and partly to keep the neighboring tribes from rediscovering the pyramid's secrets.

Unfortunately, Xapultec got careless and broke a sacred seal which released a pair of demons. The demons immediately took over the pyramid and threw Xapultec out. Since they are highly magic resistant, Xapultec does not feel he can defeat them easily, and does not want to risk his life. He suspects (correctly) that the demons cannot *teleport* outside of the pyramid. Still, because the demons have all of his treasure, Xap remains near the pyramid, doing his old wise Indian act and waiting for a party or monster that is strong enough to deal with the demons for him.

When the PCs approach Xapultec, he will speak with them in his halting Common. If asked about couatl feathers, he will mention that a feathered serpent used to live in the pyramid, but there are "big green monsters" in there now.

After talking with Xapultec, the party probably will explore the pyramid. The only entrance is on the second step in the north face. Inside, stairs lead down into the main chamber. The demons are there, guarding Xap's treasure.

Most of the treasure is monetary: 2,000 gold pieces, four gems (250 gp each), and two rings (non-magical, jewelry value 1,200 gp). Xapultec also owned one magic item, a *wand of frost* with 22 charges. Unfortunately for the party, the demons have learned some of the workings of this item.

When the party descends the stairs they will run into the circle of *darkness* created by the demons. If the darkness is dispelled the party will see the demons against the far wall. In this case, one of the demons will fire an *ice storm* from the *wand of frost*, and the other will *teleport* to the top of the stairs so it can attack the party's rear. If the party tries to go around or through the *darkness,* one demon will fire a *cone of cold* at the party, and the other will use his *fear* ability.

Melee will ensue. The demons will try to surround the party by *teleporting,* and will use their *fear* when appropriate. The demons will not use the wand more than once, and cannot *gate* in other demons or *teleport* outside the pyramid.

If the demons kill more than one character, Xap will appear and use his powers to help. Also, Xap will try to cast *remove fear* on any characters who run blindly out of the pyramid after being hit by the demons' *fear* effect.

If the demons are defeated, Xapultec will reveal his true nature. He will become very grandiose — saying "Behold!" before he changes shape. He expects the party to be stunned and in awe of his magnificence. He will be quite cross with them if they are not. The shaman and his son will grovel and avert their eyes.

Xapultec will thank the party for freeing his home from the demons, and will be happy to help them in any way he can. Since he prefers human form, there are **no** feathers anywhere in the pyramid. If the party asks for feathers, Xap will explain that they are very precious and hard to grow back. However, he will consider giving the party some feathers, providing that they ask for no other reward. If the party tries to bargain they will get a cold reception, but they may be allowed a gem or a few hundred gold pieces. The party will not be able to get the feathers and the wand, or any large amount of money.

When the party gains the feathers (Xap will allow the old Shaman to pluck them — or any party member who has behaved suitably) the feathers must be placed on the teleport plaque.

Xapultec, Couatl: AL LG; MV 6"/18"; HD 9; hp 51; AC 5; THAC0 12; #AT 2; Dmg 1-3/2-8; Size M; In Genius; SA Poison, constriction, *polymorph self* at will, etherealness, psionics, spells.

Spells carried: *cure light wounds* (x2), *remove fear* (x2), *light, hold person, find traps, know alignment, silence 15' radius, speak with animals, cure disease, locate object, dispel magic, cure serious wounds* (x2)

Type II Demons (2): AL CE; MV 6"//12"; HD 9; hp 52, 36; AC -2; THAC0 12; #AT 3; Dmg 1-3/1-3/4-16; Size L; In Average; SA Magic resistance 55%, *darkness 15' radius, teleport* (limited, see text), *fear* (as wand), *levitate, detect invisibility, telekinese* 3,000 gp weight.

Part II: Evening Underground

The party arrives in an huge area filled with coffins, and are given only one hour to find the one which contains the holy symbol of the high priest Georback. Georback is buried in a secret area, accessible only to those who know the location of the entrance and the password needed to open it. By using *speak with dead* and *speak with animals* spells, the party can discover this information. They find Georback's tomb. The coffin is very difficult to open, but help is available. Although there is a way out of this complex, the PCs will not be able to find it.

> The teleport plaque glows briefly when you place Xapultec's feathers on it, taking you to your next destination. You suffer a queasy feeling in your stomachs and arrive in darkness.

Light reveals the following:

> You are in a 20-foot corridor which stretches in front of you and behind you. The floor is gray stone. You look to one side and your eyes widen in surprise; you are standing next to a coffin. In fact, there are coffins all around you. There are two shelves built into the wall, and a coffin sits on each one. A third coffin lies on the floor under the bottom shelf. The entire corridor is built in this fashion. There are coffins stacked along the walls of the corridor as far as the eye can see. In front of you, at the limits of your light, the corridor appears to open into a room. Behind you, it stretches away into the darkness. All is silent, except for some scuttling and high-pitched squeaking.
>
> On the third teleport plaque is written: "Holy Symbol of Georback. One hour." There is also a diagram of a circle inscribed in a triangle.

The PCs are at the point marked with an X on map 2, in the Chambers of Advice deep in the dungeons of a Temple of Kalor. Kalor is pronounced "KAY-lore". The pronunciation is important, as it is the password for a secret door which the party must use to get at the symbol. The main temple complex is above the party, located in the middle of a city-state ruled by the Kalorist priesthood — but the PCs will never leave the dungeon, so the DM does not have to worry about this. When a wise or important citizen of the city-state dies, the priests take the body and entomb it under the temple. The burial chambers are vast. (If the PCs wander off the map, DMs should describe corridors after corridors of coffins — but the central room is the only chamber in the maze of corridors.)

The entire area is highly magical, and radiates such to *detect magic* spells. In this area bodies do not decompose and objects do not rust or rot. Therefore, the bodies in the coffins appear exactly as they did in life. The clerics have special *ceremony* spells which allow them to heal the wounds and scars of the dead, so that no wounds or traces of disease remain on the bodies entombed here.

The central chamber is 100' in diameter, and the walls are lined with coffins stacked three deep. In addition, the central chamber has one extraordinary feature. In the middle of the circular room is a huge monolith, rising eight feet toward a vaulted ceiling 25' high.

The monolith is a slab of white stone, a rectangle 8' high by 4' wide by 1' deep. Runes are engraved in the 4-foot sides of the monolith. The runes have been carved into the stone, and the carving filled with gold. This structure radiates powerful magic, even more than the ambient magic of the surroundings.

The runes on one side of the monolith run from the top to the bottom. On the other side, there are a smaller number of runes, taking up only the center two feet of the stone. A cleric will be able to tell that the runes are clerical spells, carved into the rock as they would be written on a scroll. The smaller group of runes is a minor spell, while the larger group is something extremely powerful.

The lesser spell is *speak with dead.* It is a special version of the spell linked to the magic of the monolith. A cleric can "read" the spell directly off the monolith as he would from a scroll. The runes on the monolith will glow, but they will not fade away. Therefore, a cleric can cast *speak with dead* in this fashion as many times as he pleases. The duration of the spell depends on the cleric's level. A third level cleric can ask three questions, a sixth level six, etc. Furthermore, the dead in this area will respond to only one set of questions per week. Therefore, a cleric cannot read the spell many times and ask many questions of the same spirit; each reading must be used to communicate with a different body. The other special aspect of this spell is that it can be used to communicate with **any** person entombed in this area, no matter how long dead.

The greater spell is a special form of *animate dead.* The PCs will not be able to cast it. If they try, they fail. It only can be cast by high priests of Kalor. If the temple is ever attacked by a major force, the dead are enlisted to help with the defense.

The monolith holds one final secret. If anyone of good alignment touches the block with both hands and speaks the name "Kalor," the entire block, along with the central 20'x20' area of the floor, will begin to sink. The section (outlined on the map by a dotted line) will slowly move downward, eventually coming to rest on the floor of the second level, the High Priests' Chamber. This is the resting place of Georback (and others), and the party's final destination. Getting there is a major feat since nobody buried in the crypt knows the secret of the elevator.

The entire area is full of rats (normal rats, not the giant variety). It is **very important** that the DM make this clear to the party. Each time they open a coffin, one or two rats should run out from behind it and disappear into the darkness. Rats should run across party members' feet, scurry around outside the radius of the party's light, and oth-

erwise accompany the group as they wander in the crypt. The rats do not feed on the bodies (which are magically preserved). They get their food above, in the city, but this area is their home. The rats are everywhere.

The only way for the party to figure out the truth about the monolith elevator is by asking one of the rats. If the party talks to a rat, it will know of an old, old, grandfather rat who has lived here forever and knows all about the place. For a gift of food, the grandfather rat will show himself and talk with the party. He is very intelligent (for a rat) and knows about the elevator the priests use. He knows you must put your front paws on the big stone and then say the password. He does not know what the password is, but he knows it is one word, with two syllables; like "SQUEAK-squeak."

Once the PCs find their way into the central chamber, they might wish to use the inexhaustible *speak with dead* to communicate with some of the bodies. If and when the characters try this, they will find the dead an eclectic and interesting bunch. No matter which coffins the PCs open first, they will find the following occupants and traps:

Coffin #1

Anyone standing in front of this coffin when it is opened will be hit by by a scything blade which swings out from the bottom of the coffin doing 2d12 points of damage (no save).

The occupant is Lord Grammican. The Lord wears his plate mail and a gold ring with a green enamel dragon embossed on it. (The ring is very tight, surrounded by the flesh of the finger, and is impossible to remove without cutting. It is worth 1,250 gp.) He is a big, muscular man, with a long brown moustache and heavy sideburns.

The Lord is surly, sarcastic, and rude. He is not pleased that the PCs have come along and disturbed his revels in Valhalla. A staunch warrior, Grammican knows very little about Georback or his burial site. He knows the history of this place, and that Georback was a famous Cleric of Kalor, but not much more. He will answer questions curtly, but cannot resist the chance to make a rude comment or tell the PCs how stupid they are. ("What are you gonna do, kill me?" is his attitude.)

Coffin #2

This coffin is the final resting place of Sister Marta, once a cleric of Kalor. It is not trapped. Marta is a plump and serious-looking woman, with brown hair and eyes. Marta was buried in her chain mail, with a silver-plated mace in her hand (200 gp). A silver holy symbol (a circle in a triangle) hangs around her neck on a thin chain.

Marta is willing to answer the party's questions at length. She likes to talk, but she is used to being in charge and is sometimes bossy. She knows the history and function of this place, and she knows that Georback is buried "with the High Priests," somewhere separate from all the other coffins. She is not sure where this is, however.

If Marta is asked about her holy symbol, she will realize that she is not being interrogated by a cleric of Kalor. She will say "I do not speak with unbelievers." From that moment on, no further information will be forthcoming from Marta.

Coffin #3

This coffin is trapped with a *glyph of warding* which creates *blade barrier,* in front of the coffin, inflicting 6d6 points of damage to anyone standing there and to anyone who tries to reach or look into the casket. (The PCs can speak with the occupant right through the *blade barrier,* but don't tell them that.)

Prince Blue Sky rests in this coffin. The Prince was three and a half years old when he died. He was as bright and friendly a child as anyone ever knew. He is still attentive, cute, and fun to talk to. His attention span is short, of course. If the party asks a complex question, Blue is likely to blow his answer by saying "What?" or "I don't get it." Blue knows that this place was used for "keeping dead people at with no worms!" He has never heard of Georback. Talking to Blue at length is a waste of time, but it sure is fun.

All of these people, even Blue, know that this is a temple of Kalor. Before the party finishes speaking with this group, they should know this. Kalor is the God of Truth, Trust, Loyalty, and Friendship.

If the PCs try more coffins, use the following tables to determine traps, occupants, and treasure. The PCs are, after all, wasting their single hour! Roll once on each of the four tables and have fun. None of the occupants will know more than Sister Marta.

Table 1: Traps

01-50	No Trap
51-60	Pit Trap in floor in front of coffin (1d6 damage).
61-70	Spiked pit trap (4d6 damage)
71-75	*fire trap* spell (1d4 + 12 damage)
76-88	*glyph of warding* (electricity, fire, or paralysis) (20 points damage)
89-92	Gas Trap (*stinking cloud* or *cloudkill* spell)
93-98	Illusion trap. (Pit, rocks fall from ceiling, explosion, etc.) (Damage 20 pts. save for 1/2) or disbelieve for none.
99-00	Coffin is a mimic. (No occupant.)

Mimic: AL N; MV 3″; HD 9; hp 45; AC 7; THAC0 12; #AT 1; Dmg 3-12; Size L; In Semi; SA Glue.

Table 2: Occupants

01-30	Minor Cleric of Kalor
31-50	Minor Noble
51-70	Knight of Kalor (Fighter, Cavalier, or Paladin)
71-80	Cleric's or Noble's Spouse
81-85	Cleric's or Noble's Child
86-90	Wizard or Sage
91-93	Artist/Craftsman
94-00	Empty Coffin

Table 3: Personalities

01-30	Courteous, kind, and understanding.
31-40	Courteous, kind, and bone stupid.
41-55	Wise, but egotistical
56-65	Sullen and close-mouthed
66-75	Bad-tempered
76-88	Humorous and intelligent
89-00	Mysterious/inscrutable/ cryptic (adult occupants only, otherwise roll again)

Table 4: Treasures

01-20	Armor - chain (75%) or plate (25%)
21-40	Ceremonial weapon (10x normal weapon value)
41-50	Both of the above
51-65	One piece of jewelry (200-2,000 gp)
66-70	Two pieces of jewelry as above
71-85	Trinket of sentimental value only
86-90	Roll twice, ignoring rolls above 85
91-00	Normal clothes only

If the party has spoken with grandfather rat and with at least one of the

dead bodies, the group will know enough to set both hands on the monolith and speak the word "Kalor." When this happens, the elevator will activate and the party will be transported to the second level.

Chamber of the High Priests

The second level of the burial crypt is very small. There is only one room, a star-shaped chamber. This room contains the bodies of Kalor's three most powerful priests. The positions of all three coffins are specified on map 3. Each coffin rests on a pedestal 3' high, and the name of the priest entombed inside is inscribed in the stone above each pedestal. The three priests are named Georback, Jesse, and Ayliena. Georback is the oldest.

The Three Coffins

Georback: Georback's coffin is protected by a powerful warding spell; it is made of dull black stone, and the lid cannot be opened by anyone except a High Priest of Kalor. The spell is similar to a *wizard lock* spell. It has been cast at 12th level. Unless the party can *dispel* it, or has a *knock* spell on hand, they will not be able to open Georback's coffin. If the party tries to speak with Georback through his coffin (by reading the spell from the monolith) Georback will answer; he would be happy to give them his holy symbol. He knows how the warding spell on his coffin works, but cannot think of any way around it. Since Georback was one of the first clerics to be placed here, he does not know anything about Ayliena or Jesse.

Georback is an old but robust man with short-cropped silver hair. He is buried in white robes with a platinum holy symbol of Kalor (a triangle in a circle in a triangle) in his left hand. On his right hand he wears a platinum ring, engraved with the holy symbol. It is worth 5,000 gp.

Ayliena: Ayliena died five years ago. Her coffin is trapped with a *glyph of warding* which produces a *slay living* effect — save vs. death or die instantly, and suffer 2d8+1 points of damage even if the save is successful. Ayliena is a middle-aged woman with red hair and deep green eyes. Her lips are bright red, and she is smiling. Although past her prime, Ayliena looks quite beautiful. She has been buried in white robes, with a silver symbol of Kalor hanging around her neck. This is the only adornment or treasure on her person. If the party speaks with Ayliena, she will know nothing of interest to the party, except that Georback is in his coffin.

Jesse: Jesse isn't dead. His coffin has a *glyph* just like Ayliena's, but he is in a state of suspended animation. Jesse is one of the most powerful clerics of Kalor, and he has decided to rest in this state until the church needs his services. In effect, he sleeps through the boring years, and is ceremoniously awakened by the clerics when times get tough and evil is rising in the world. He is a serious, no-nonsense adventurer.

Jesse has been interred with his armor, weapons, and magic items. Jesse will be awakened by any tampering with his person and will ask to know what the emergency is. Jesse is young, confident, and powerful. He is thin and wiry, with brown eyes and blond hair. If the PCs tell him the whole truth he will get Georback's holy symbol for them and send them on their way. (He is familiar with Buvarik and his unending projects.) If the PCs lie to Jesse, he will know. (He has an item that can *detect lie.*) He will get more and more annoyed at the characters who lie to him. If he cannot get the truth after 10 minutes of questioning (real time), he will become exasperated and will cast *word of recall,* returning 20 minutes later with a full complement of the Kalorist guard. If the party is still in the dungeon at that time, they will be taken prisoner.

When the PCs succeed in securing Georback's holy symbol (either by opening the coffin and taking it, or with help from Jesse) they can place it on the teleport plaque and be transported to Part III.

Jesse: AL LG; MV 9"; Cl 15; hp 86; AC −4; THAC0 12; #AT 1; Dmg footman's mace +3; Size M; In High

Spells carried: *cure light wounds* (x5), *command* (x2), *protection from evil, sanctuary, augury, find traps, hold person* (x3), *silence 15' radius, slow poison, withdraw* (x2), *continual light, dispel magic* (x3), *negative plane protection, prayer, remove curse, speak with dead, cloak of fear, cure serious wounds* (x3), *detect lie, spell immunity, dispel evil, flame strike, insect plague, true seeing, heal, word of recall.*

Magic items: *plate mail of etherealness +4, ring of free action, ring of spell turning, helm of detecting lies, footman's mace +3, scarab of protection, slippers of spider climbing,* plus additional items at the DM's option.

Part III: Night and the Dragon

This section is unlike most adventures. The PCs have been set down in the midst of a storyline, and may interfere however and whenever they like. The story takes place in the mountains, where an unusual party of adventurers is about to raid the lair of a gold dragon. The dragon, however, is waiting for them. The PCs have several options. They can side with the dragon against the party and ask for some scales for their help. They can side with the party and kill the dragon, taking the scales (smart parties and those with good alignment will reject this option). They can allow events to progress to the battle phase then step in and pick up the pieces.

> As you recover from the shock of teleportation, you find that you have left your underground adventure far behind. It is night, and the sky above you is filled with stars. Wind whips about your group, chilling you all to the bone. The air is clear and crisp. You are in the mountains. The fourth teleport plaque lies nearby. It says: "Gold Dragon scales. Four hours." A map is also inscribed on the plaque.

The party has appeared at the point marked X on map 4. It is midnight. The dragon's lair is three hours travel away, across the slat bridge on a neighboring peak. The enemy party is currently camped across the bridge, making preparations for a nighttime sortie to the lair.

The party can see the slat bridge and the campfire opposite them. They cannot make out anything about the figures around the fire except that they are basically humanoid and that they number about half a dozen.

The Enemy Party

The party camped on the other side of the bridge is a most unusual group. The leader is Cevna, a female drow cleric/thief. Her second-in-command is an aludemon called Gredch. They have been joined by Ko, a pureblood yuan ti, and his "friends," a collection of snakes. A couple of dopplegangers calling themselves Crit and Bisil, and a werewolf called Arfle round out the group.

All these characters look human

(except for Cevna). Gredch is shape-changed to human form, Ko looks completely human except for his yellow and black eyes, and Crit and Bisil look like a pair of identical twin fighters (chain mail, shield, and scimitar). Arfle has full control over his were-form, and shifts to wolf only when he wishes. When the PCs first see this group, they should be told they see five humans and a drow.

Cevna: AL CE; MV 15″; Cl/T 7/7; hp 38; AC 4; THAC0 19; #AT 2; Dmg sword and dagger +1; Size M; In High; SA Magic resistance 55%; once per day *darkness 5′ radius, faerie fire, dancing lights, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion,* and *dispel magic;* 90% resistant to sleep and charm; +2 on all saves; fights with two weapons at no penalty; sensitive to light.

Spells carried: *protection from good, find traps, hold person* (x2), *silence 15′ radius, slow poison, dispel magic, prayer, cure serious wounds.*

Magic items: *potion of speed, boots of elvenkind.*

Thief Skills

PP	OL	FT	MS	HS	HN	CW	RL
75	62	60	70	63	35	94	35

Gredch: AL CE; MV 12″/12″; HD 6+4; hp 42; AC 5; THAC0 13; #AT 1; Dmg 1d8; Size M; In Genius; SA Magic resistance 30%; successful hit temporarily adds 1d4 to demon's hp total; three times per day *shape change* to humanoid form, *charm person, ESP,* and *suggestion*; once per day *dimension door;* hit only by +1 or better weapons.

Spells carried: *magic missile* (4 missiles) (x3), *invisibility* (x2), *sleep, mirror image, slow, lightning bolt, confusion.*

Ko, yuan-ti pureblood: AL CE; MV 12″; HD 6; hp 34; AC 4; THAC0 13; #AT 1; Dmg long sword; Size M; In Very; SA Once per day *cause fear, darkness 15′ radius, snake charm, sticks to snakes, neutralize poison, suggestion, polymorph other.*

Crit and Bisil, dopplegangers: AL N; MV 9″; HD 4; hp 25 each; AC 5; THAC0 15; #AT 1; Dmg 1d12; Size M; In Very; SA Immune to *sleep and charm;* save as 10th level fighters; surprise on a 1-4; *ESP* with 90% accuracy; imitate humanoid creatures.

Arfle, Werewolf: AL CE; MV 15″; HD 4+3; hp 28; AC 5; THAC0 15; #AT 1; Dmg 2d4; Size M; In Average; SA Hit only by magic or silver weapons; surprise on a 1-3.

Magic Items: *potion of speed, ring of free action.*

Giant Poisonous Snakes (3): AL N; MV 15″; HD 4; hp 24, 17, 13; AC 5; THAC0 15; #AT 1; Dmg 1d3 + poison; Size M; In Animal; SA Poison inflicts an additional 2d12 points of damage, save for none.

The Slat Bridge

This is a rickety bridge made of ropes, with wood slats forming a walkway. It sways and rattles in the mountain wind. The bridge is actually much safer than it looks. When a crossing is attempted, a character rolls a save vs. death (just for thrills) adjusted for Dexterity. The save is made at -3 if the character is wearing *bulky* or *fairly bulky* armor. If the character fails the save he stumbles and has some sort of hairbreadth escape — slips but grabs a rope and hangs in mid-air for a while, etc. Be creative. If a 1 is rolled, the character will fall off the bridge and suffer 20d6 points of damaged unless saved by magical means. If characters cross the bridge rope together, **all** the characters must fail their saves before there is any real trouble. The save will need to be attempted again if a character runs or tries any acrobatic feats while on the bridge.

The party on the other side is alert and ready for trouble. They have chosen to camp by the bridge because it offers a convenient avenue of escape, and because any foes coming from that direction can be halted by simply cutting the ropes. Of course, the bridge becomes much more dangerous when a hostile group on the other side is trying to collapse it.

The job of collapsing the bridge will be given to Crit and Bisil. They will move toward the bridge with their scimitars as soon as a character is seen approaching the halfway point of the bridge. It will take the dopplegangers two rounds to slash through the ropes. After the first round, however, the bridge will be so unstable that anyone on it will be forced to make a save (see above). The second round the structure will come apart on the far side. If there are any PCs still on the structure, they must make the same save again at -3 to hold on as the structure collapses and swings down.

If the party allows this to happen, the PCs might have some difficulty getting across the chasm afterwards, but player ingenuity should be rewarded. Climbing down into the chasm and up the other side will take a very long time — longer than the party's four-hour time limit.

If the party simply waits before crossing the bridge, the party will break camp and head off toward the dragon's lair.

Cevna's group is very careful to avoid being followed. If the party tries, use your own judgment to decide if the PCs are spotted. Close followers probably will be noticed. If Cevna notices that her group is being followed she will set up an ambush somewhere on the mountain trail. Gredch will cast her *invisibility* spell on herself, Cevna will cast *protection from good* and *prayer,* and the entire party will attack in force when the PCs round a bend in the trail.

If there is no fighting, it will take Cevna's party three hours to reach the lair.

The Dragon's Lair

Aurumorso, an adult gold dragon, lives alone in this bachelor pad high in the mountains. There are four keyed areas in the lair. These are shown on map 5.

1. Entrance Cave

This cave looks like any other mountain cave. Pine needles and dirt line the floor, and there is an exit deep in the cave leading to the north. There is one trap in this area. Directly in front of the northern exit is a covered pit. The pit is cunningly designed and hidden, and is difficult to spot. (A *find traps* spell will discover it, as would a thief searching that particular area of the cave.) At least 100 lbs. of weight is required to collapse the covering, so the pit cannot be located by prodding with a spear or pole.

This trap is designed to keep large mountain beasts out of the lair proper. Bears, cougars, and even humanoids will be trapped in the pit — where Aurumorso can decide what to do with them later. If Cevna's party enters the lair, they will do so with a *find traps* spell up, and will avoid this pit. The adventurers might fall in if they're not careful. The pit is 30′ × 30′ × 30′. The bottom is cushioned by pine needles and loose earth. Anyone who falls into this

pit takes 5d6 points of damage, check Dexterity for half.

2. Pivot Wall

This is the lair's first defense against intelligent beings. In its normal state, the wall is pivoted so that the corridor seems to lead toward area 3. When the false door in area 3 or the door in area 4 is opened, the wall pivots. Touching the door in area 3 causes the wall to pivot and seal that area. The door in area 4 resets the trap. To move the stone without touching the appropriate door requires a *knock* spell or a total of 30 points of Strength (cumulative).

If Cevna's group arrives at this trap, they will fall right in (their *find traps* spell ran out) and will be trapped in area 3. The adventurers will free them, however, when they use the door at area 4. When freed, Cevna will position all of her party beyond the trapped area and send Gredch to the false door to spring it again. After springing the trap, Gredch will *dimension door* beyond the pivot wall. This will give Cevna's group access to the true lair, but probably also will bring them face to face with the party. A battle probably will ensue, since Cevna considers anything in this lair fair game.

If the PCs arrives at the lair before Cevna, they could fall into this trap and be freed by the arrival of the opposing group at area 4. It will be up to the party to find a way to spring the trap from a safe distance. An arrow fired at the false door will do the trick. There are plenty of other ways. In any event, the party will meet with Cevna's group at area 4. Again, Cevna will initiate combat.

This trap is guaranteed to bring the two parties into rough, hostile contact. Negotiation is a possibility, but only if the adventurers initiate it. During any negotiation it should be clear that Cevna's party is irredeemably evil and is in this to kill the gold dragon and take his treasure.

3. Prison Room

This is an empty room, lit by *continual light,* with a false door in the north wall. The door is the trigger to pivot the wall in area 2, trapping characters in this area. Otherwise, this room is featureless.

4. Entrance to the True Lair

This large chamber is the primary entrance hall to Aurumorso's lair — and it is as far as the dragon is going to allow anyone to get. Here the PCs must make their decision about which side to take in the attack on the dragon (if they haven't already). It is in this room that the dragon will at last reveal himself. If the party has defeated Cevna, Aurumorso will be well-disposed toward them. If the adventurers team up with Cevna, the dragon will do his best to destroy all the invaders in his lair.

The Dragon

Aurumorso is a huge adult gold dragon. He is stern and noble, and dislikes violence. He realizes that it is sometimes necessary to kill evil beings, but he is saddened by death. Deep in his mountain lair, Aurumorso has stored numerous treasures and much wealth. Still, his lair is trapped with non-fatal tricks designed to discourage and confuse rather than slay intruders.

From the beginning of Part III, Aurumorso is aware of all the adventurers involved. He knows that Cevna's team is out to kill him, though he does not know the true natures of Gredch or Arfle. If he knew that he was being stalked by a group that included a semi-demon and a were-creature, he would be less complacent. The arrival of the PCs has amused him, and he has decided to wait it out and see what happens.

Aurumorso has cast *invisibility,* and has *polymorphed* himself into a small bird. He will watch over the party and wait patiently. If the two groups fight, Aurumorso will not intervene. After the battle, his actions depend on where the fight took place and who won. If Cevna wins, Aurumorso's actions probably won't matter, since Cevna takes no prisoners. If the party wins, the dragon will reveal himself. He will be extremely pleased with the party. Not only will he give them a few scales, but he also will be happy to give each member a couple hundred gold pieces.

Aurumorso's lair contains 5,000 sp; 7,000 ep; 4,000 gp; 12 gems: 1,000 gp, 500 gp (x2), 250 gp (x4), 50 gp (x5); and a *scarab of insanity.*

Aurumorso, Gold Dragon: AL LG; MV 12"/12"; HD 12; hp 60; AC -2; THAC0 9; #AT 3; Dmg 1-8/1-8/6-36; Size L; In Genius; SA Breath weapon; *polymorph self* at will, detect hidden or invisible

creatures, saves as a 15 HD monster.

Spells carried: *magic missile* (4 missiles), *unseen servant, invisibility* (x2), *lightning bolt, haste, fire shield, minor globe of invulnerability.*

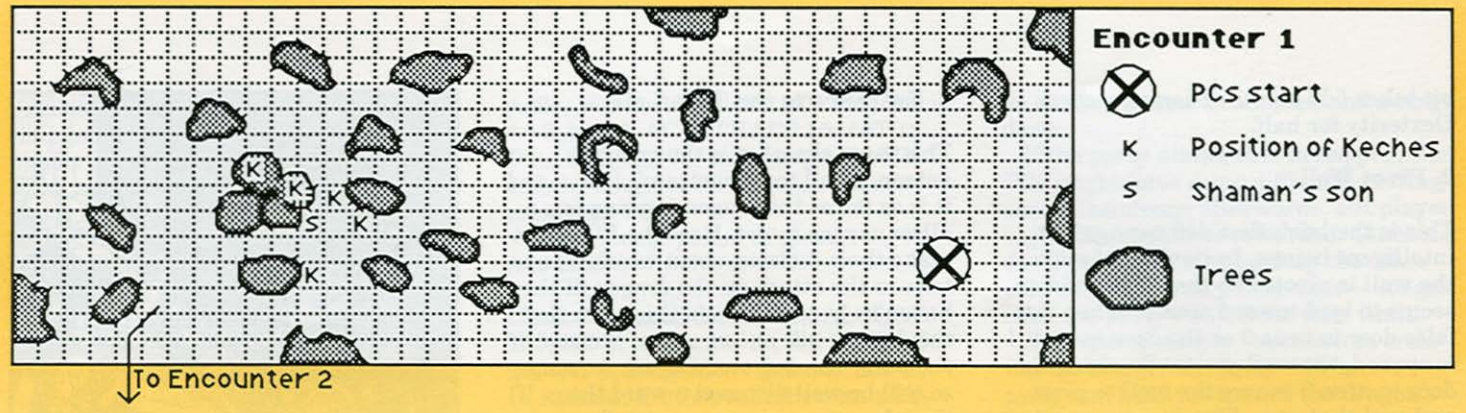
Ending the Adventure

When the party gets the gold dragon scales, the PCs will be teleported to the castle of the Arch-Mage Buvarik. There, a feast will be in progress. Buvarik and a couple of assistant wizards (including Kadifahl), are attending, along with a relative or friend of each PC.

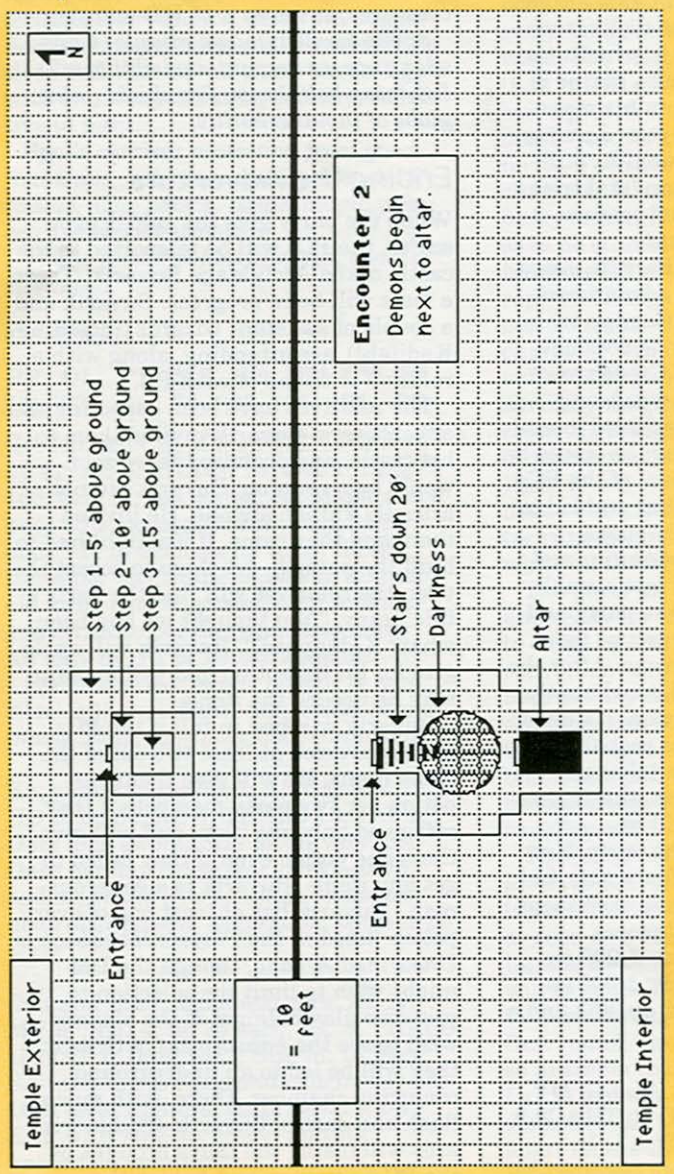
The relatives have been expecting the adventurers; Buvarik invited them to his castle, and promised there soon would be a reunion. Buvarik did not actually kidnap anyone. He invited them and they came. If Kadifahl had to bluff the party to get them to accept the task, the relatives will find the party's tale funny. "You thought we had been what? Kidnapped?" Buvarik will apologize for his deception and will explain why he needed the items.

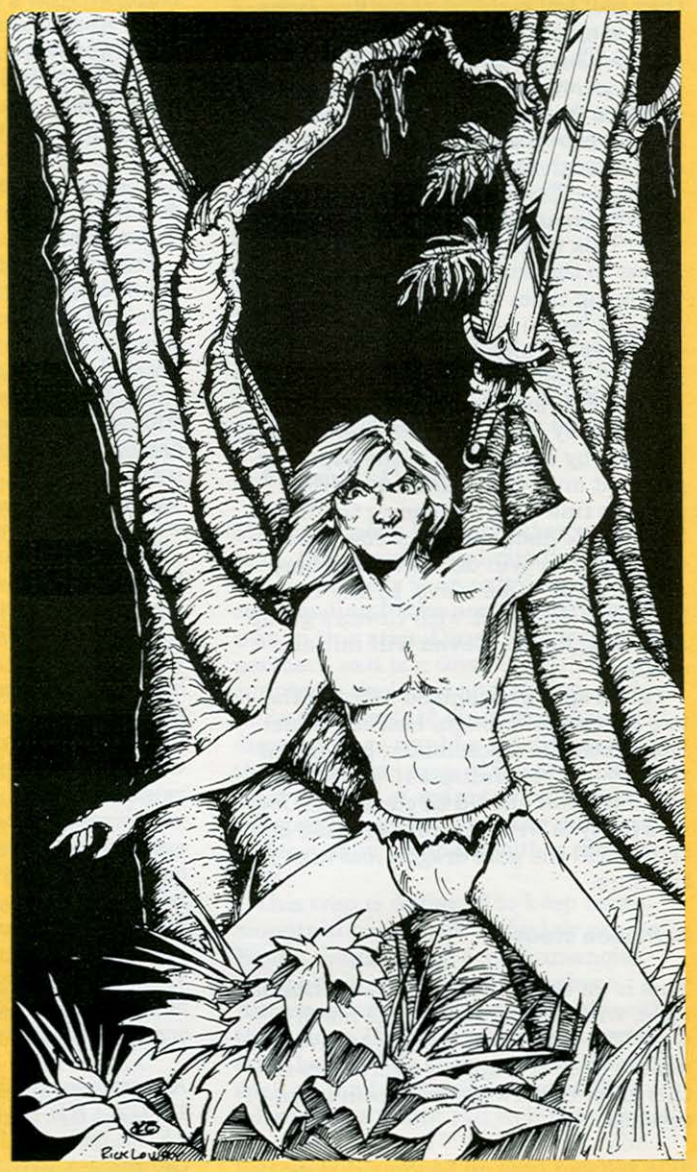
Buvarik will pay in full if the PCs have recovered at least two out of the three items. He will give them one potion per two party members if they retrieved only one item, and will give them one potion even if they failed to get any items (Buvarik is a generous man.) Buvarik has at least one of every potion listed in the *Players Handbook* or *Unearthed Arcana,* though the DM might wish to limit the selection to preserve play balance. If the players wish to see the *banishment* of Graz'zt, they will be led to an underground conjuring chamber. There, with much flash and dazzle, Buvarik and his wizards will (using the items brought by the PCs) summon and *banish* the Demon Prince. ❑

Map 1a


Encounter 1
PCs start
K Position of Keches
S Shaman's son
Trees
To Encounter 2

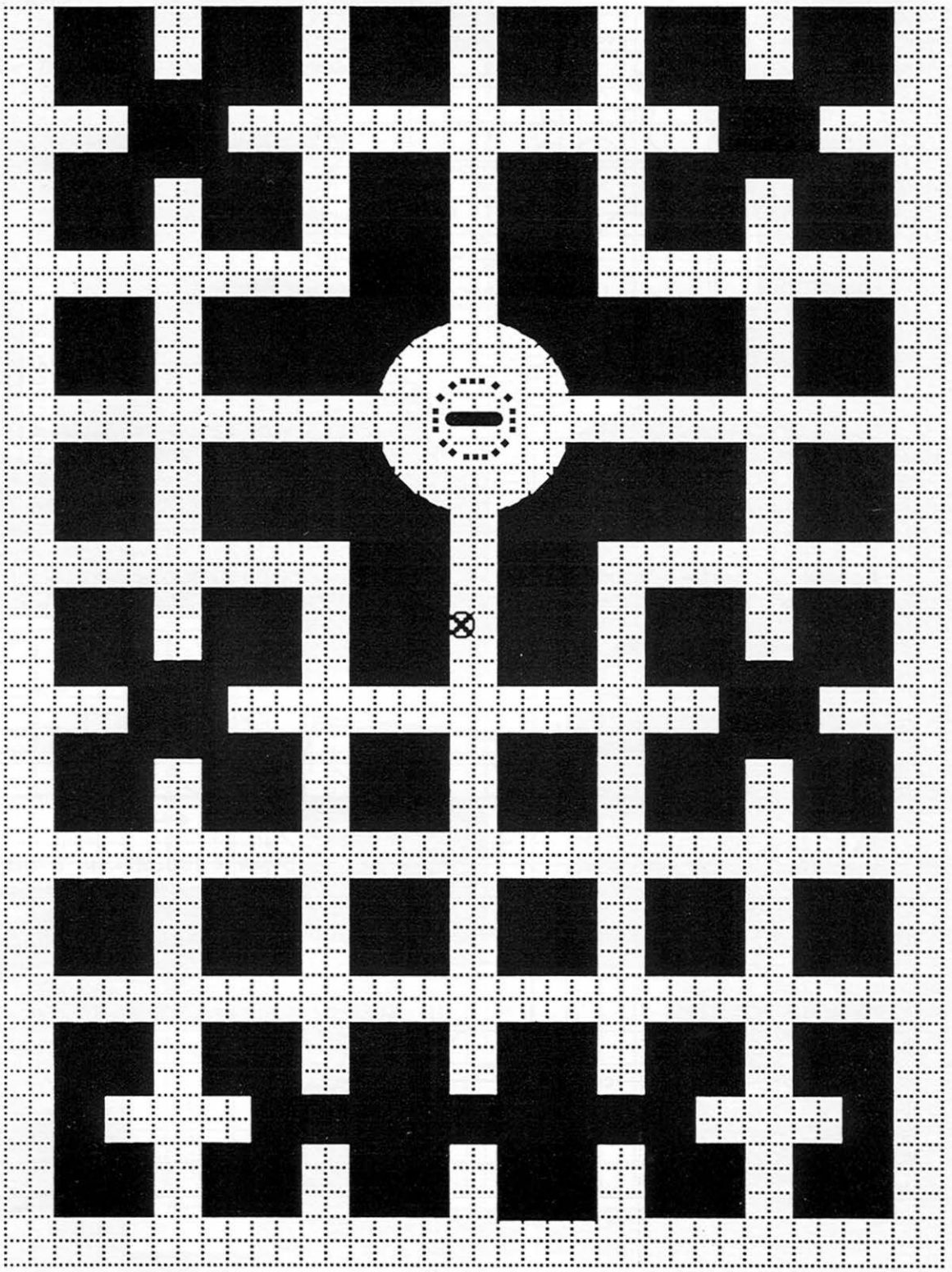
Map 1b


N
Encounter 2
Demons begin next to altar.
Step 1–5' above ground
Step 2–10' above ground
Step 3–15' above ground
Stairs down 20'
Darkness
Altar
Entrance
Entrance
10 feet
Temple Exterior
Temple Interior



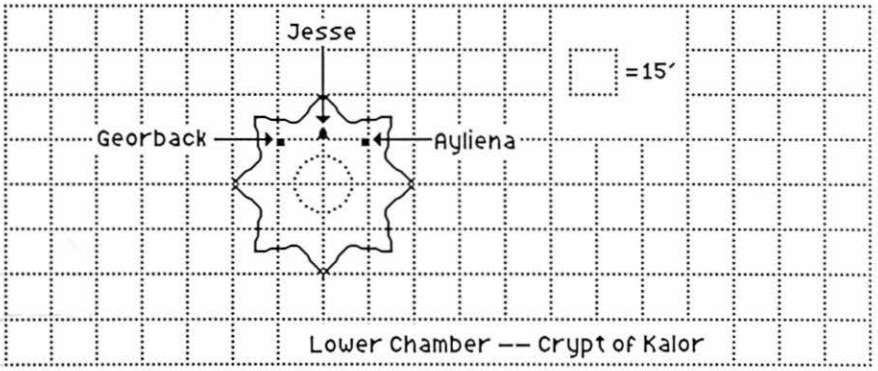
Crypt of Kalor

Map 2

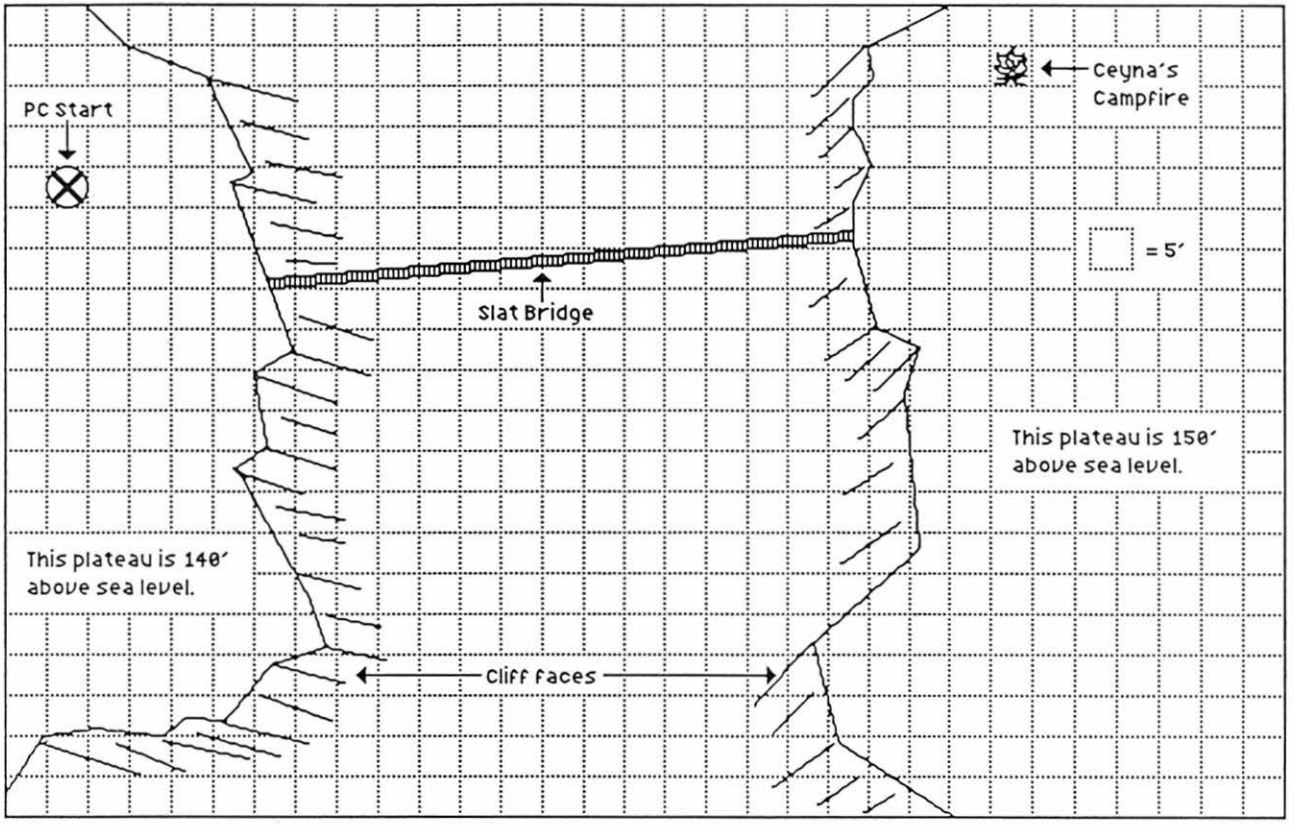


⊗ = PC start ⬚ = 10 feet

Map 3


Jesse
=15′
Georback
Ayliena
Lower Chamber -- Crypt of Kalor

Map 4

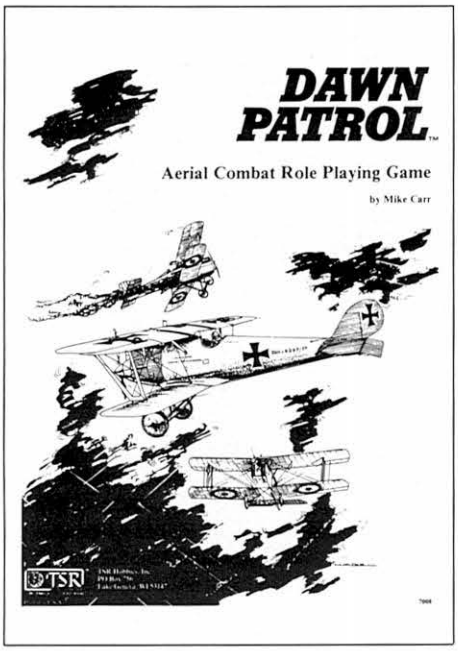

Ceyna's Campfire
PC Start
= 5′
Slat Bridge
This plateau is 150′ above sea level.
This plateau is 140′ above sea level.
Cliff faces

Map 5

Aurumoso's Lair
1
Pit
2
PIVOT WALL
4
Room is 100' North-South
3
= 10'
False door

The Balloon At Beffu

A DAWN PATROL® Game Scenario



by Mike Carr

The two major ground campaigns of the American Expeditionary Force in World War I were the offensives of Saint Mihiel (Sept. 12-16, 1918) and the Meuse-Argonne (Sept. 26-Nov. 11, 1918). These large-scale ground attacks were heavily supported by the American air service squadrons of reconnaissance, bomber, and pursuit (fighter) aircraft. Although the Americans held the upper hand on the ground and in the air, the Germans often put up a stout defense. Air battles were common.

The 93rd Aero Squadron of the U.S. Air Service was one of the many pursuit units working in support of the Meuse-Argonne offensive in October, 1918. Its first patrols at the front were undertaken on August 11th, but its true baptism of fire came amidst the fighting at Saint Mihiel, when its pilots scored the 93rd's first five confirmed victories.

The 93rd was also involved in the thick of the Meuse-Argonne fighting. Its duties were many and varied: escorting friendly bombers and reconnaissance planes, making low level attacks on enemy troops, and engaging in fighter patrols. One of its actual combat reports from that time provides enough information for an interesting DAWN PATROL game scenario.

On October 10th, 1918, a flight of five SPAD XIIIs from the 93rd Aero Squadron took off for a fighter patrol across the lines at 1525 hours. The pilots were:

Lieutenant Chester Wright	2 victories
Lieutenant Alfred Patterson	1 victory
Lieutenant Ralph Hartman	
Lieutenant William Goulding	
Lieutenant R.E. Ball	

The formation climbed to 8,000', but Hartman, Goulding, and Ball experienced motor trouble and returned to the airfield, while Patterson and Wright continued on. After crossing the lines and nearing the town of Longwe, Patterson and Wright spotted a balloon ascending above the town of Beffu, and they attacked. Wright dove on the balloon at 1605 hours and fired 200 rounds on it as it was being pulled down, while Patterson covered him from above. The official report noted that the observer jumped, and then Wright "saw the balloon smoking, though it did not burst into flames while he was shooting at it. The smoke from the A.A. and ground fire was very thick around the balloon. A shrapnel burst hit the plane in five places, only tearing the fabric."

The report noted that there were four Fokkers in the vicinity of the balloon, and one of them fired at Wright at long range before flying away. The two Americans escaped, and returned to their airfield at 1650 hours. Wright was awarded credit for his third victory. He ended the war with a score of nine confirmed victories.

There are enough variables in this historical situation to allow its use as the basis for a variety of DAWN PATROL game scenarios, depending upon the number of players. The absence of motor trouble will allow additional American pilots to take part, and a more aggressive intervention by the Germans will bring up to four Fokkers into play. If there are an odd number of players, give the Americans a one-plane edge.

Start the American flight at 1,900' and the balloon at a randomly-determined altitude. Roll a die to determine the German's position.

Roll	Position
1	German flight makes a surprise attack.
2	German flight intercepts at 1,900' and Americans must engage at least one turn before attacking balloon; start the two formations five squares apart.
3-4	German flight begins at 2,050'; start the two formations 5 squares apart.
5-6	German flight starts at random altitude with no surprise chance.

Consider all American pilots to be 3rd-12th mission equivalent. For each German, roll once in each category for experience and type of aircraft.

Pilot

1	Inexperienced (1st mission)
2	Inexperienced (2nd mission)
3	Experienced (3rd-12th mission)
4	Experienced (3rd-12th mission)
5	Experienced (3rd-12th mission)
6	Ace—roll again

Ace

1	5-9 kills
2	5-9 kills
3	10-14 kills
4	15-19 kills
5	20-24 kills
6	25 + kills

Plane

1	Fokker D VII 160
2	Fokker D VII 160
3	Fokker D VII 185
4	Fokker D VII 185
5	Fokker D VII 185
6	Fokker D VII 185

Ace pilots in this scenario always will have the 185 hp engine.

Now history can come to life again, as you refight the balloon attack at Beffu on October 10th, 1918. ❑

Brawling in Style

In Taberna Quando Sumus

by Jorge Contreras

With all the new weapons released in the *Unearthed Arcana* tome, who would have thought that another article on new weapons was necessary? Fortunately, this article does not, despite the Latin subtitle, introduce a host of new, bizarre weapons. This article, In Taberna Quando Sumus (When We Are In The Tavern), introduces a system for fighting with ordinary objects. This is something that many AD&D® game players have long wished for in barroom brawls and other situations where ordinary weapons are inaccessible or inappropriate. Hopefully these rules will allow more campaigns to support those chair-smashing, bottle-breaking, room-wrecking free-for-alls that populate fantasy films and comics.

The combat procedure for common weapons, as the items discussed in this article will be called, is similar to that for normal weapons. Initiative is rolled as usual. It takes one melee round to pick up a weapon if one was not held prior to combat. If the initiative rolls are tied, the character wielding the least cumbersome item can attack. If both weapons are equally cumbersome, the character with the higher Dexterity attacks first. Non-proficiency penalties by class apply to combat with common weapons. If the Dungeon Master is allowing combat with common weapons in his campaign, he should also allow characters to become proficient with common weapons if they desire. The DM might also introduce a brawling proficiency which covers all common weapons, or allow a normal proficiency to extend to certain common weapons. For example, a proficiency in club might extend to stools, bottles, and other common bludgeoning weapons. "To hit" rolls are made on the appropriate character attack matrices as if normal combat were taking place. Certain large weapons can affect multiple opponents with one attack. If this is the case, the affected figures all must be reasonably close together (how close depends on how large the common weapon is). "To hit" rolls must be made separately for each target, and if a hit is scored, damage must be rolled according to the weapon type. Damage is normal damage administered in the form of wounds and bruises which only can be regained through rest or magic.

Many common articles of furniture and accessories which could be used in combat are listed here. Of course, numerous items have been excluded for the sake of brevity. Canes, banisters, musical instruments, peg-legs, plates, and bowls all could be conscripted for use as implements of aggression. Simply improvise and all will go well.

Explanations

Stunning Percentage: Who hasn't seen ruffians fall to the ground, slack-faced, after a blow from a bar stool or whiskey bottle? This effect is simulated by the stunning percentage. Given in the table is a base percentage chance for each listed weapon to stun an unarmored man. Armored characters are immune to stunning.

A percentage is rolled after each hit on an unarmored opponent. If the modified roll is less than or equal to the stunning percentage listed for the weapon, the victim is stunned for 1-4 rounds. Stunned creatures attack and defend at −4. The percentage is modified as follows: the roll is always increased one point per level or hit die of the attacked creature, and is decreased one point per level of the attacker if and only if the attacker is proficient with the common weapon he is using. Alternately, the DM can use the pummeling chart on page 107 of *Unearthed Arcana* to determine the chance to stun and its affects.

Number of uses: Each time a new weapon is acquired and employed, the DM must secretly roll to determine how many blows the item will be able to inflict before it becomes too damaged to function as a weapon. A "u" indicates unlimited use.

Table I

Weapon	Stun %	Dam.	# of uses	Speed	Throw
Altar	10	2-8	u	1/3	-
Anvil	12	2-12	u	1/2	-
Bed, cot	05	1-4	1-3	2/3	-
Bed, large	07	2-8	1-2	1/3	-
Bottle*	03	1-2	1	n	10/20/30
Chair, stool	04	1-3	1-4	n	4/08/12
Chair, med.	06	1-4	1-6	2/3	3/06/09
Chair, large	08	1-6	1-3	1/2	-
Chandelier	07	2-5	1	n	-
Crate, small	05	1-2	1-4	n	-
Crate, large*	08	1-4	1-6	2/3	-
Cup/Mug	03	1	2-8	n	15/30/45
Cup, metal	05	1	u	n	15/30/45
Iron Box, small#	07	1-6	u	2/3	3/06/09
Iron Box, large#	12	2-7	u	1/2	-
Iron Spike	05	1-2	u	n	10/20/30
Jug*	04	1	1	n	4/08/12
Lantern	04	1	1	n	10/20/30
Mirror	05	2-5	1	n	5/10/15
Scroll Case	03	1-2	1	n	5/10/15
Statue	10	2-8	2-8	n	-
Table, small	05	1-4	1-4	n	-
Table, med.	07	2-5	2-5	1/2	-
Table, large	09	2-8	1-2	1/3	-
Water Basin*	06	1-2	u	2/3	6/12/18

* When full, these weapons do double damage on the initial hit, but are twice as cumbersome.

If holding materials which weigh 10 pounds or more, the weapon inflicts +1 damage per 10 pounds to a maximum of +3.

Speed: "N" indicates normal attack speed, the number of attacks a character would have if using a normal weapon. And 2/3 indicates an unwieldy weapon, which, due to its shape or size, only can be attacked with twice every three rounds; the non-attacking round coming at the end of the three-round sequence. Likewise, 1/2 and 1/3 indicate slow and very slow weapons. Their single attacks come at the end of their two- and three-round sequences. Note that with unwieldy, slow, and very slow weapons, fighters with multiple attack capabilities receive only the number of attacks allotted the weapon.

Throwing Distance: This is the distance the weapon can be thrown; the range is listed in feet and does not change outdoors. Medium and long ranges receive −2 and −5 penalties, respectively. Dexterity reaction attacking adjustments for missiles are applicable. Note that only weapons with stated throwing distances can be thrown effectively. All others must be shoved, toppled, or wielded.

Weapon Explanations

Altar: Only small altars weighing under 500 pounds can be used in combat. When attacking, the altar is actually heaved over onto its side, hopefully damaging a creature beneath it. This action can be repeated indefinitely, the altar being toppled and rolled across the entire floor. Unfortunately, using an altar as a weapon will be considered the greatest sacrilege imaginable by priests who use it for worship, and they will instantly and incessantly attack the iconoclastic characters.

Anvil: This heavy, metal object is found in smithys and forges. It usually is used as a surface for hammering and shaping hot metal. Only relatively small anvils can be used in combat. The maximum dimensions for one of these are 2′ × 1′ × 1′, maximum weight is 300 pounds.

Bottle: This can be any type of glass bottle, approximately 12 inches tall, with a neck that can be grasped. After its initial use, the bottle will break, rendering it useless as a stunning weapon. However, the neck and protruding glass shards can be used as a stabbing/slashing weapon against unarmored opponents. When wielded in this way, a bottle has no stunning percentage, but the damage inflicted remains the same. If thrown, a bottle cannot be reused, even as a stabbing weapon, since it shatters on impact with any hard surface. If the DM wishes, he can allow the bottle to save vs. a normal blow to avoid being broken. But, to save time, bottles generally should be considered broken after the first use.

Bed, cot: A cot is a small bed with a flimsy mattress and a metal or wooden frame. It is fairly light, but its size and shape make it unwieldy in combat. The mattresses of beds and cots tend to cushion the full impact of an attack. Cots have four straight legs which can be removed and used as small clubs (damage 1-4/1-3).

Bed, large: This category includes all beds of twin and greater size. They may be made of fine wood, brass, or other metals. Most have large bedposts which may be used in combat as clubs. In melee, the large bed is flipped over, usually mashing 1-4 opponents beneath its bulk. Beds with canopies cannot be used as weapons until all four posts are torn off, allowing the bed to be flipped.

Chair, stool: For attack purposes, a stool can be a real stool, as from a bar, a small camp chair, or a small end table. It can be made of metal, wood, or cloth, or combinations of those materials. Stool legs usually are too small to be effective as weapons.

Chair, medium: A medium-sized chair is a normal chair of practically any description. Most chairs in taverns and restaurants are medium-sized, as are rocking chairs, wheelchairs, benches seating three or less, desk chairs, and beach chairs. They are usually wooden. Each has four straight legs which can be broken off and used as small clubs.

Chair, large: These are armchairs, large benches, pews, sofas, divans, loveseats, porch swings, and even small thrones. Most are made of wood and are upholstered with cushions and leather. Thrones made of metals or stone are too heavy to be used as weapons. Large wooden chairs have legs similar to those of medium-sized chairs.

Chandelier: Chandeliers are large hanging candle holders made of metal and glass. They are usually ornate and heavy. Each hangs suspended from the ceiling by a chain or a rope. By cutting this suspension device, the chandelier can be caused to fall on a victim directly beneath it. It can be used only once, and will be destroyed upon impact with the

floor. If the character wishing to utilize the chandelier is on the floor below the fixture, he must attempt to sever the cord. If he opts to do this with a missile weapon, his "to hit" roll must hit AC 2 or better in order to successfully detach the chandelier; *lightning bolts, burning hands,* and other similar spells also can cut the rope. The victim beneath the chandelier must save vs. petrification or be hit by the falling fixture. If the victim misses the saving roll by 5 or more, the character will become entangled in the chandelier for 1-4 rounds. Each chandelier will typically have 5-20 candles; 40%-100% (2d4 +2 × 10) of the candles will be extinguished when the chandelier falls. Those that remain lit will ignite flammable materials on the character it falls upon, doing damage appropriate to normal fires. Optimum combat use of a chandelier would be to drop one on a character, watch him become entangled for 1-4 rounds, throw oil on him at +2 for a helpless opponent, and watch him struggle to free himself.

Crate, small: This is a box, always wooden, used to store goods. For combat purposes treat most basically square boxes or furnishings with a capacity of no more than six cubic feet as small crates. This includes night stands, clothes hampers, and treasure chests.

Crate, large: This resembles a small crate, but with a maximum capacity of 16 cubic feet. Bureaus, wardrobes, and podiums also fall into this category. Most crates and boxes (see below) are relatively low to the ground. Therefore, they cannot be toppled onto opponents. Crates are usually wielded bodily and swung or heaved into the opponent.

Cup/Mug: This is a cup usually made of thick glass or clay and used for drinking heated beverages. If filled with a hot liquid when used in combat, add 1-4 points of stunning damage (from scalding). If the mug is thrown, any liquids will spill out.

Cup, metal: This can be a goblet, mug, chalice, grail, beaker, or other receptacle, which is made of iron, gold, silver, bronze, or pewter. It will not break in combat, and scalding damage is the same as from a normal mug (above).

Iron Box, small: This includes iron boxes, chests, safes, and other metal containers with capacities of one to five cubic feet and a weighing less than 50 pounds. Light iron boxes (15 pounds or less) can be hurled short distances.

Iron Box, large: This includes iron boxes, chests, safes, ice boxes, and other metal containers with capacities of six to 12 cubic feet and weighing less than 200 pounds.

Iron Spike: The iron spike, a must in every adventurer's backpack, is a stake about 12 inches long. It is used for fastening tents, climbing mountains, and attacking opponents. It can be used as a stabbing weapon (damage 1-2/1-2), or as a clubbing/smashing weapon, doing the indicated damage. If the spike is rusty (10% chance), the victim of a stabbing attack has a 50% chance to contract a cardio-vascular/renal disease.

Jug: A jug is a container for beverages, usually made from glass, clay, or a gourd. It will have a one- or two-gallon capacity, a short neck, and possibly a small round handle. A jug will break after one use.

Lantern: A lantern is made of a metal frame and glass plates. When swung, the flame inside the lantern can be extinguished (35% chance). Upon impact, the glass will shatter and the metal will be twisted, so it is good for only one hit.

Mirror: The only mirrors useful in attacking are hanging or table mirrors with no more than four square feet of surface area. Any mirror larger than that is too unwieldy and probably would harm the attacker more than the opponent. Hand mirrors smaller than 40 square inches should be treated as bottles. The mirror will always shatter on the first attack, whether it hits the target.

Scroll Case: This is a bone tube designed to hold maps or scrolls. Leather scroll cases are ineffective as weapons. Most bone cases are from nine to 15 inches long and three to six inches in diameter. When the case has exhausted its alloted number of uses and breaks, the contents must save vs. a crushing blow or be torn (and usually destroyed).

Statue: Statues can be made of wood, stone, plaster, or precious metals. For combat, only statues under two feet tall and weighing 100 pounds or less can be wielded. Very large statues (eight to 15 feet tall, 2,000 to 5,000 pounds) may be toppled onto a victim by characters braced against a firm wall or structure. To successfully topple the statue, the character must roll his percent chance to bend bars/lift gates. If successful, the statue will inflict damage as a large table. Very large statues only can be used once, since they cannot be re-lifted to be toppled again without considerable manpower. The character can attempt to topple the statue once per round.

Table, small: The maximum size of a small table is one that is three feet long and no more than three feet wide. Any table smaller than two feet long is considered a stool. Small tables usually have three or four legs. The legs can be detached and used as small clubs. Besides true tables, small writing desks and pulpits can be included in this category. Small and medium tables are wielded bodily as weapons, large tables are either flipped onto opponents or shoved into them.

Table, medium: Medium-sized tables range from 3′ × 3′ to 5′ × 5′. They usually seat three to eight people. Each has four to six legs. Normal desks are included in this category.

Table, large: This is a typical dining or banquet table. Its attack capabilities are realized when it is flipped onto or shoved into a group of opponents, affecting two to eight targets. Of course, very massive tables such as King Arthur's Round Table are too big to be used in combat.

Water Basin: This is typically a marble or metal bowl one foot in diameter and up to six inches deep that holds holy or unholy water or is used for washing. Usually it rests on a pedestal made of stone or wood which also can be used to attack (consider it a small statue). The basin itself can be used as a wielded weapon, a missile weapon, or as a small metal shield.

Common (breakable) vs. Normal Weapons

When characters using common and normal weapons (swords, maces, etc.) come into conflict, the character using the common weapon can try to use his large common weapon to shield himself from the normal weapon. He must

declare his intent to parry in this fashion at the beginning of the round. He forgoes his attack, whether his parry is successful. Table II shows the lowest d20 roll needed to successfully parry a blow from a weapon in this fashion (parry values). A "n" means that the particular common weapon cannot be used for parrying. These include fragile and small items which would be ineffective in blocking blows from a weapon. If parrying is possible, smaller items generally will be used in a shield-like fashion, larger ones can be hidden behind. A successful parry indicates that the character using the item will not take damage from the physical attack directed at him. Attempting to parry with a common weapon against another common weapon acts like a normal parry in AD&D® game rules (see page 104 of the *Players Handbook*). If a hit is made despite the parry, there is no chance of stunning due to the active, if unsuccessful, avoidance of the attacking weapon. Each parry with a common weapon — whether it is successful — is treated as a use.

If a blow is parried, a common weapon absorbs the force of a normal weapon's attack. In many cases this will destroy the common weapon. Table II provides a list of saving throws. The numbers vary due to size, shape, and strength of the common weapon. If the attacker has a strength bonus to damage, add that number to the required save. This will make it difficult for some weaker items to withstand multiple blows from very strong opponents. Furthermore, successful parries with common weapons are considered to be uses of the weapons even if they save vs. the blow.

Table II

Weapon	Parry Value	Save	Hands Req.
Altar	8	2	2
Anvil	20	1	2
Bed, cot	11	10	2
Bed, large	19	6	2
Bottle	n	-	1
Chair, stool	6	16	1
Chair, medium	10	12	2
Chair, large	14	10	2
Chandelier	n	-	2
Crate, small	12	16	1
Crate, large	14	10	2
Cup/Mug	n	-	1
Cup, metal	n	-	1
Iron Box, small	14	3	2
Iron Box, large	18	2	2
Iron Spike	n	-	1
Jug	n	-	1
Lantern	n	-	1
Mirror	n	-	2
Scroll Case	n	-	1
Statue	18	5	2
Table, small	10	15	2
Table, medium	15	10	2
Table, large	8	5	2
Water Basin	9	9	1

Hands required is the number of hands needed to wield the weapon. Weapons requiring only one hand can be used in conjunction with a shield or another weapon of any type according to the rules in the *Dungeon Masters Guide*, page 70.

Furniture Dismemberment

Occasionally, characters will want to rip the legs or arms off furniture. The chance to succeed is the same as the chance to open a door (see *Players Handbook*, page 9). Legs from tables and chairs can be used as small clubs (damage 1-4/1-3). Note that when an item has been destroyed by a normal weapon or has fallen apart due to overuse, it will be reduced to its basic components — tables and chairs will fall apart into arms, legs, and planks of wood; statues can be salvaged as clubs or stones; and bedposts can be used as staves. ❑

Slay It Again, Sam

Regeneration in the AD&D® Game

by Stephen Fuelleman

"Trolls," gasped Miziak as he returned to the party after scouting the corridor ahead. He paused to catch his breath as his companions quickly began to dig out their few remaining oil flasks.

"Hope there's enough," grumbled Stonehammer, who helped everyone light fresh torches and prepare for battle.

"Don't worry," replied Guraln as he displayed three shiny new flasks with oily rags stuffed into their necks. "You soak 'em and I'll fry 'em."

What is wrong with this scene? It isn't obvious, but this party is making a big mistake, one which likely will get them killed.

Too many AD&D game players don't really understand how regeneration works under the AD&D game rules. There are various forms of magical and non-magical regeneration that occur in the game.

Nearly everyone knows that regeneration can replace lost limbs and can heal almost any injury except wounds caused by fire or acid. Best of all, regeneration even can restore life to dead monsters (and sometimes to player characters as well).

Not surprisingly, what "everybody knows" about regeneration is wrong, at least in part.

Regeneration sometimes can replace lost limbs — depending on the type of regeneration taking place. The truly magical regeneration that trolls enjoy, and that is granted by a *ring of regeneration,* can indeed do this; unless the regenerating creature is suffering from mummy rot at the same time. Mummy rot prevents magical healing from working and brings natural healing nearly to a standstill. Magical regeneration is a form of magical healing.

If a creature possesses one of the lesser forms of regeneration, such as that allowed by having a very high Constitution score, then the creature can reattach lost limbs, but can't regrow them (see ogre magi in the *Monster Manual* for an example.) This form, being "natural," will work — slowly — on creatures suffering from mummy rot.

The magical form of regeneration can bring characters back from the dead, if death was caused by a physical injury that can be healed normally. It can regrow a lost head, close wounds, and repair damage, but it cannot raise a character who died by missing a saving throw against a *death* or *disintegration* spell, or if the character has failed a system shock roll.

Non-magical regeneration can't raise dead at all.

Fire and acid damage can be regenerated, contrary to popular belief. In the description of regeneration found under troll in the *Monster Manual,* and under *ring of regeneration* in the *Dungeon Masters Guide,* it states that the creatures will regenerate from any wound unless the body is completely consumed in fire or acid. It does not say that fire and acid damage cannot be regenerated, but rather that any living cells left after the creature is slain will duplicate themselves to replace the lost ones, no matter how the wound was made. Only by extinguishing the last flicker of life can a regenerating creature be permanently slain. This only can be done by consuming the remains with either fire or acid. This is why the adventuring party cited earlier probably will lose the battle. The characters are starting the battle using fire, and they really need to save the fire until the end.

Of course, characters or monsters slain outright by fire or acid have had their vital sparks consumed — regeneration will not bring them back.

The *ring of regeneration* is one of the most coveted items in the game world, since it grants near immortality. However, one serious flaw with the item, from many DMs' points of view, is that it is a source of free and unlimited resurrections (if used exactly as described in the rules). Just place it on the finger of any dead body and wait. This obviously is not what was intended when the item was designed. There are a few reasonable ways to halt this abuse, and even more unreasonable ones.

Some Dungeon Masters rule that the ring will not affect wounds that occurred before the ring was put on. A few DMs take this logic a step further, and rule that the *ring* must attune itself to the wearer before it can work. In

many campaigns, the *ring* attunes itself immediately, but the ring can never give the character more hit points than the character had when the ring attuned itself. Other DMs are more strict, requiring as much as a week for the *ring* to attune itself.

In any case, a *ring of regeneration* can keep a character's spirit, soul, or animus from departing if the character is slain while wearing the *ring,* but it cannot bring back the life force once it has departed.

Of course, many DMs probably will still remain most comfortable with the commonly played rules regarding regeneration, and this is fine. But even by playing those rules as they are written, DMs can introduce a surprise into the game, which can make things a lot more fun.

Ultimately, each Dungeon Master will have to make the final decision concerning regeneration in his own game. Just remember that decisions made without thought, like loathsome trolls, can come back and bite you. ❑

Fun In Games

Magic Items and Hermit Crabs

by Rick Reid

The Fun in Games column is going to be a little lighthearted this time around. I just got back from vacation, and don't feel like doing any heavy philosophising at the moment. So, to get things rolling, let's read the letter of the month (and just think, if you would have written, this might have been your letter).

Letter Of The Month

To Rick: In #41, you told us about the food people use as miniatures. Well, my miniature use goes beyond peanuts as orcs and chips as chimeras. I get into the real thing!

It started when one of my players accused me, as the DM, of being unfair and biased when I sometimes determined randomly the victim of my monsters' attacks. Rather than rolling in front of them, I used "Ike."

I told them (the players) to place their miniatures as they want them in the room (we use a battlemat). Then I ran across the room and got Ike and put him down on the mat in front of the miniatures. Oh, did I forget to mention what Ike was? He's my pet hermit crab!

If you've ever seen a hermit crab, then you know how they resemble a dragon a little more than my food. Now, determining who was hit just got easier. Whichever miniature Ike touched first (as he tried to walk out of the circle of little lead figures) was hit. My players never argued with me again (at least about that)!

Not only did I use miniatures for the creatures, I used replicas for my spells. A golf ball did nicely for a *flaming sphere*, and my fan was used for a *gust of wind*. This next one was by far the wierdest. I bought a can of spray string stuff (I don't know the real name of it, but it's blue and sticky) and zap! I had instant *lightning bolts*. The next time the cleric of my group cast a *flame strike*, he wanted to get an aerosol and a lighter, but I thought that may have been too real! P.S. your article is great. What would the D&D® game be without humor?

Eric, what can I say. Your letter has opened up a whole new can of purple worms in regard to the quest for realistic AD&D game battles. First food, and now animals. But, let's not stop with hermit crabs. Why not involve some other household pets?

Hamsters and guinea pigs set down in the middle of a slippery battlefield make great wild boars or mad bears. Normal mice and rats become giant rats or wererats in the same setting.

If your players are involved in an underwater adventure, drop their figures in the fish tank and treat each inquisitive nudge by a passing guppy as a shark attack. For high level characters looking for the ultimate monster to fight, dip the figures in a can of tuna fish or rub them with catnip and turn loose the dreaded 100 HD housecat. If you've got any more ideas, let me know.

Just Rewards Part II — Totally Useless Magic Items

There comes a time in almost every campaign when monetary treasure is just not enough. The PCs, laden with packs of gold, might "ho-hum" the room filled with 10,000 gold pieces or overflowing with precious gems and jewels.

Consider using the following items as rewards the next time your players' characters adventure. They can be placed in the dungeon or used as a reward for the completion of a special mission. At the start of the adventure, the PCs should be left vague about the nature of the mysterious items. Let them waste their time and gold piece reserve trying to find out what they are while you sit and watch the fun.

Rings

Ring of Carrot Protection (15′ Radius) — This thin gold band is set with an oblong-shaped orange stone. When worn, the user is protected from the intrusion of carrots within a 15′ radius of his/her person. Any carrot, living or dead, within the radius of protection when the ring is activated will be immediately repelled.

Ring of Toothache Control — The setting of this ring is a vaguely tooth-shaped white pearl. When worn by a toothache sufferer, the pain and swelling will disappear until the tooth can be extracted. Note that the ring does not cure the toothache. If the ring is removed the pain will return.

Ring of Liquid Cooling — This silver ring is topped with a square-shaped transparent stone. When the ring is worn on a finger and the digit is then immersed in a quantity of liquid, the liquid will become noticably cooler. The amount of temperature change in the liquid is based on the original temperature and the amount of time the finger remains immersed.

Join us next time for a look at some totally useless wands, staffs, and spells.

Food For Thought — Update

Apparently some big-time confectioners are reading this column, or maybe it's just coincidence. Either way, last time I visited the candy section of my local store I found, tucked between the "Now and Laters" and the "Lik-M-Aid," GUMMY D&D GAME MONSTERS!

That's right! Some company named Alma is producing little plastic packets containing your favorite D&D game monsters billed as "jelly novelties." And not only that, they're official! Each monster is about 4″ tall and garishly colored, just perfect for those of us who engage in food battles. The two I picked up were a dragon and what I believe to be a melted demon. If your local store doesn't carry them yet, demand that they do so!

Slanguage

I couldn't let another column go by without a few slanguage words, so here they are.

Gork — A general term encompassing goblins, orcs, gnolls, kobolds, or any tribal creatures. It is especially useful in describing a mass assault containing more than one of the above. "Ring the wagons. There's a mass of gorks on the horizon."

Pugly — Used to describe an extremely ugly/or offensive creature. It is probably a condensed form of the term "pig-ugly." It also can be used to refer to characters with very low comeliness scores. "I don't know what that thing is, but it smells as pugly as it looks." ❑

New Rogues Gallery

Reactionary Rodents for Palladium's Game

by Erick Wujick

Erick, a long-time RPGA™ Network member, is the author of the Teenage Mutant Ninja Turtles role-playing game by Palladium Books. The characters presented here, The Sewer Rats, served as the PCs for the first RPGA Network-sanctioned Teenage Mutant Ninja Turtles tournament.

Sandy the Mutant Mouse

Alignment: Principled
Attributes: IQ 10; ME 23; MA 14; PS 10; PP 11; PE 11; PB 10; Spd 11
Age:13 **Sex:** Male
Size Level: 7
Weight: 85
Hit Points: 18
Height: 4′
S.D.C.: 40

Disposition: Sly, subtle, likes to study things for a time before jumping into any action.
Human Features: Hands — FULL; Biped — FULL; Speech — NONE; Looks — NONE
Powers: None
Psionics: See Aura (spot animals, alignment, power level); Sixth Sense (warning of unseen danger); Telepathic Transmission (instead of regular speech)

Natural Weapons: None
Physical Skills/Training: Climbing, General Athletics, Swimming, Gymnastics (includes Climb Rope, Back Flip, and Leap 8′)
Secondary Skills: Prowl, Surveillance Systems, Sewer Skills (a combination of climbing, prowling, sense of direction, tracking, and opening manhole covers)

Combat Skills — Unarmed
Attacks Per Melee: 4
+4 to Parry, +4 to Dodge, 1d4 Damage, +4 Roll with Punch or Fall
Able to Pull a Punch, Jump Attack (double damage), Leap Attack (double damage), Kick Attack does 1d8 Damage, Stun Opponent on 19 or better.

Combat Skills — Staff
Sandy's favorite weapon is a six-foot length of aluminum pipe. It's light enough to be easily carried and heavy enough to cause damage to his enemies.
Attacks Per Melee: 4
+2 Strike, +5 Parry, +2 Throw, 1d10 Damage, +4 Roll with Punch or Fall, Leap Attack (double damage).

Sandy is one of six mutant animals who call themselves The Sewer Rats. He has lived most of his life in the sewers under the city. Like others in the group, Sandy avoids most human contact, but has been known to occasionally save victims from criminals and to participate in fights against street gangs.

He likes to think of himself as the leader of the group, especially when it comes to making ethical decisions since he has great respect for the law. Sometimes he has had to trespass on private property or scavenge for food and equipment. Those illegal actions, although necessary to his survival, make him uneasy. He would really rather stay on the side of law and order.

When possible, Sandy tries to get his associates to obey the laws, and has been known to go into lengthy disertations on the importance of various laws. However, Sandy knows when to back down. If he is losing the attention of the others, he changes the subject. Sandy is wise enough to know that hammering his point home about law and order could cause a few of his associates to become beligerent.

Jo the Mutant Mouse

Alignment: Scrupulous
Attributes: IQ 15; ME 12; MA 7; PS 12; PP 16; PE 10; PB 8; Spd 9
Size Level: 7
Weight: 95
Hit Points: 19
Height: 5′2″
S.D.C.: 40

Disposition: Serious, hard working, loyal
Human Features: Hands — FULL; Biped — FULL; Speech — FULL; Looks — PARTIAL
Powers: Advanced Hearing
Psionics: None

Natural Weapons: None
Physical Skills/Training: Climbing, General Athletics, Swimming, Gymnastics (includes Climb Rope, Back Flip, and Leap 8′)
Secondary Skills: Prowl, Surveillance Systems, Sewer Skills (a combination of climbing, prowling, sense of direction, tracking, and opening manhole covers), Disguise (the ability to appear as a normal human)
Favorite Disguises: Jake, a drunken derelict panhandler. This disguise consists of a wig, fake beard, and ragged clothes. Jo usually also pours a little cheap booze on himself to complete the look.

Sally, an old lady. With thick makeup, a padded dress, a wig, and a babushka, Jo looks like a heavyset elderly woman. A shopping bag and an umbrella finish the outfit.

Bad Bob, a street punk. Mirror shades, a large wig of blue hair, and a heavy black jacket transform him into a rough-mannered wiseguy.

Combat Skills — Unarmed
Attacks Per Melee: 4
+1 to Strike, +5 to Parry, +4 to Dodge, 1d4 Damage, +4 Roll with Punch or Fall
Able to Pull a Punch, Jump Attack (double damage), Leap Attack (double damage), Kick Attack does 1d6 Damage, Stun Opponent on 19 or better.

Combat Skills — Single Nunchuk
Jo's favorite combat tactic is to entangle his opponent's weapon and then pound on the opponent with his free hand.
Attacks Per Melee: 4
+4 Strike, +6 Parry, +2 Throw, +4 Entangle, 1d8 Damage, Leap Attack (double damage).

Jo, a member of The Sewer Rats, avoids humans when possible. However, he has been known to help humans who are victimized by criminals. Ironically, Jo is the only member of the group who can pass for a human. Jo treasures the ability because it allows him to observe society safely — without worrying about attracting attention because there are five other Sewer Rats tagging along. Jo considers most of the other Sewer Rats

too flighty or impatient to handle a surveillance job.

Jo also enjoys his disguise ability because it allows him to adopt different personae and in so doing poke fun at humankind. In addition, it allows him to hide his cares behind makeup and a wig and pretend to be something he is not.

Jo is usually steady, even tempered, and very, very cautious, always analyzing a situation from all angles before taking any action. However, if a life is in danger Jo will throw caution to the proverbial wind and will leap to help.

Ace the Mutant Mouse

Alignment: Anarchist
Attributes: IQ 11; ME 13; MA 10; PS 15; PP 13; PE 7; PB 13; Spd 10
Age:15
Sex: Male
Size Level: 9
Weight: 160
Hit Points: 14
Height: 4′8″
S.D.C.: 45

Disposition: Loud, enthusiastic, fun-loving
Human Features: Hands — FULL; Biped — FULL; Speech — PARTIAL; Looks — NONE
Powers: None
Psionics: None

Natural Weapons: 1d6 Claws (also good for climbing)
Physical Skills/Training: Climbing, General Athletics, Swimming, Gymnastics (includes Climb Rope, Back Flip, and Leap 8′)
Secondary Skills: Prowl, Surveillance Systems, Lock Pick 42%, Sewer Skills (a combination of climbing, prowling, sense of direction, tracking, and opening manhole covers)

Combat Skills — Unarmed
Attacks Per Melee: 4
+4 to Parry, +4 to Dodge, 1d6 Damage, +4 Roll with Punch or Fall
Able to Pull a Punch, Jump Attack (double damage), Leap Attack (double damage), Kick Attack does 1d6 Damage, Stun Opponent on 19 or better.

Combat Skills — Chain
Ace always carries a massive length of chain for self defense. It is 12 feet long and weighs more than 20 pounds. Although it packs a wallop, it slows him down and limits him to two attacks per melee.
Attacks Per Melee: 2
+3 Strike, +4 Parry, +2 Throw, +2 Entangle, 3d6 Damage, Leap Attack.

Ace is proud to be one of The Sewer Rats and especially enjoys playing the part of a hero, rescuing those who are in danger and helping the needy. He takes his role as protector seriously, but he prevents himself and anyone else he comes in contact with from taking life too seriously. He is the life of the party and believes he is the only element in the group which keeps everything and everyone from becoming too dull. He also is the only one in the group who goes out of his way to look for danger and excitement.

Trouble is okay, too. That's why Ace learned how to pick locks. That skill got him into buildings (which allowed him to poke around and find plenty of trouble).

Ace's zest for adventure frequently leads The Sewer Rats into confrontations with gangs, the authorities, and other denizens of the sewers.

Andy the Mouse Mutant

Real Name: Martin Hillan Thompson
Alignment: Principled
Attributes: IQ 12; ME 13; MA 13; PS 25; PP 24; PE 19; PB 7; Spd 8
Age:13
Sex: Male
Size Level: 12
Weight: 275
Hit Points: 27
Height: 6′ 8″
S.D.C.: 40

Disposition: Quiet, likes wild animals but distrusts and fears humans.
Human Features: Hands — FULL; Biped — FULL; Speech — FULL; Looks — PARTIAL
Electrical Field Power: Andy has a strange ability to turn himself into a living dynamo, crackling with electrical energy. Anyone attempting to touch Andy in this form will suffer 1d6 in electrical shock damage. While the field is on, Andy can concentrate some of the energy, equal to 2d6 damage, and shoot it through a part of his body — usually his fingertips. This only works once per melee round and requires all of his attention for that round (no other attacks are possible). The maximum range of this attack is less than one foot. The victim must make a saving throw to avoid being knocked unconscious. When the field is up Andy does not take damage from electrical or lightning attacks.

Psionics: None

Natural Weapons: None
Physical Skills/Training: Climbing, General Athletics, Swimming, Gymnastics (includes Climb Rope, Back Flip, and Leap 8′)
Secondary Skills: Prowl, Surveillance Systems, Sewer Skills (a combination of climbing, prowling, sense of direction, tracking, and opening manhole covers)

Combat Skills — Unarmed
Attacks Per Melee: 4
+5 to Strike, +9 to Parry, +4 to Dodge, 1d4+10 Damage, +4 Roll with Punch or Fall
Able to Pull a Punch, Kick Attack (1d6+4 Damage)
Andy prefers to use his fists rather than any weapons. Turning on his energy field adds another 1d6 to his normal hand-to-hand damage roll. The advantage to using the energy projection is that it gives Andy an opportuni-

ty to knock his opponent out cleanly and quickly.

Andy is the most secretive member of The Swamp Rats, keeping a very big secret from his adventuring associates. Andy is not a mutant animal, despite his appearance. Andy is a mutant human being with freakish looks and strange electrical powers. Still, Andy gets along better with the mutant animals, especially The Swamp Rats, than with humans. His best friend is Sandy.

Andy stays away from humans whenever possible, fearing some human will spot him for what he actually is. Andy fears that if The Swamp Rats ever learned about his human nature, he would be expelled from the group. However, because Andy considers the group one of the most important things in his life he is willing to venture into human communities when the need arises — he just makes sure he doesn't get too close to a human.

Andy hopes to someday confide in Sandy about his secret. Until then, however, he will continue to be one of the more quiet members of the group.

Kim the Mutant Rat

Alignment: Unprincipled
Attributes: IQ 14; ME 14; MA 9; PS 19; PP 15; PE 23; PB 6; Spd 15
Age:16
Sex: Male
Size Level: 11
Weight: 240
Hit Points: 34
Height: 5′ 4″
S.D.C.: 50

Disposition: Pushy, self-centered, confident
Human Features: Hands — FULL; Biped — FULL; Speech — PARTIAL; Looks — NONE
Powers: None
Psionics: None

Natural Weapons: None
Physical Skills/Training: Climbing, General Athletics, Swimming, Gymnastics (includes Climb Rope, Back Flip, and Leap 8′)
Secondary Skills: Prowl, Surveillance Systems, Sewer Skills (a combination of climbing, prowling, sense of direction, tracking, and opening manhole covers).

Combat Skills — Unarmed
Attacks Per Melee: 4
+4 to Parry, +4 to Dodge, 1d4 +4 Damage, +4 Roll with Punch or Fall
Able to Pull a Punch, Jump Attack (double damage), Leap Attack (double damage), Kick Attack does 1d8 +4 Damage, Stun Opponent on 19 or better.

Combat Skills — Paired Nunchuks
Being more coordinated than those clumsy mice, Kim likes to show off with his paired nunchuks.
Attacks Per Melee: 4
+3 Strike, +5 Parry, +2 Throw, +1 Entangle, 1d8 +4 Damage, Leap Attack (when Kim does a double Strike he loses his automatic Parry.

Kim believes it is unfortunate that he is the only real rat in The Swamp Rats. To him, the other group members are all a bunch of puny mice who are low in courage and even lower in abilities. They cannot possibly match his fighting skills. And further, he is certain, most of them would rather hide in a hole than get in any real kind of scrape.

Because of his perceptions of the other members, Kim often tries to take the lead, starting fights with gangs and rushing to the aid of people and mutant animals who are being victimized. He believes if he doesn't take the initiative, the other Swamp Rats will wait until it is too late.

Kim's favorite sparring partner is Ace, who in Kim's eyes is the closest non-wimp in the group. Even though Ace is a shrimp, he matches Kim's fighting style. Kim hopes his continued presence in The Swamp Rats will get the others to toughen up.

Yancy the Mutant Muskrat

Alignment: Scrupulous
Attributes: IQ 12; ME 15; MA 9; PS 22; PP 22; PE 14; PB 11; Spd 7
Age:15
Sex: Male
Size Level: 10
Weight: 190
Hit Points: 16
Height: 4′ 3″
S.D.C.: 45

Disposition: Withdrawn, likes to be left alone, doesn't like having to leave home or meeting strangers.
Human Features: Hands — FULL; Biped — FULL; Speech — PARTIAL; Looks — NONE
Powers: Hold Breath, Advanced Hearing
Psionics: None

Natural Weapons: None **Physical Skills/Training:** Climbing, General Athletics, Swimming, Gymnastics (includes Climb Rope, Back Flip, and Leap 8′)
Secondary Skills: Prowl, Surveillance Systems, Sewer Skills (a combination of climbing, prowling, sense of direction, tracking, and opening manhole covers).

Combat Skills — Unarmed
Attacks Per Melee: 4
+4 to Strike, +8 to Parry, +4 to Throw, 1d10 +7 Damage, Roll with Punch or Fall
Able to Pull a Punch, Jump Attack (double damage), Leap Attack (double damage), Kick Attack does 1d8 +4 Damage, Stun Opponent on 19 or better.

Combat Skills — Club
Yancy carries a three-foot-long piece of thick steel pipe that he uses as a club. During the past several years he has bent it into a comfortable shape and filled it with concrete for a balanced throwing weight (24 pounds). He much prefers to use his club than engage in bare hand combat.
Attacks Per Melee: 4
+7 Strike, +10 Parry, +5 Throw, 1d10 +7 Damage Leap Attack.

Yancy is the most reluctant member of the group. He realizes that helping people is the right thing to do, but he would feel much more comfortable staying out of sight.

Yancy is very nervous around strangers, his hands shaking or teeth clicking together when more than one stranger is encountered. Frequently Yancy will stand behind the other Swamp Rats when there are strangers around. Yancy distrusts everyone, especially humans. However, he hopes by staying with The Swamp Rats he will be able to overcome his fears.

Sometimes he tries to act brave, especially when all The Swamp Rats are together. He doesn't want his friends to realize just how frightened and nervous he really is. Yancy will not venture into unknown places alone, preferring the company — and safety — of the full complement of Swamp Rats. ❑

(Continued from page 5)

Q&A

At HQ we get questions, lots of questions. When member Aaron Goldblatt of Fort Worth, TX wrote us with a monstrous list of not unfamiliar questions we decided answering them in the Newszine could help make everyone a little better informed.

Is the RPGA™ Network going to begin offering two- and three-year memberships? This would make my life a lot easier.

We are looking into this right now. If all goes well, we will be able to offer multi-year memberships with DRAGON® *Magazine and* DUNGEON® *Adventures subscriptions.*

How often do new membership cards come out?

Members are issued new cards when they renew their memberships. New cards are also issued in July of each year to members who have judge and player levels.

Can you tell me my current Player Points total?

Cards issued in July will show your point total through the 2nd week of June of the current year. If you do not want to wait until your new card arrives in July, write HQ and include a stamped, addressed post card (a SASE is unnecessary). When we collect a dozen or so cards we'll jot point totals on them and send them out. Please do not call HQ asking for your point total — the staff is too busy to answer point inquiries immediately. Also, please do not send us more than two written requests per year.

Would POLYHEDRON™ Newszine be interested in printing an essay about the true nature of RPGs, contrary to what was aired on 60 minutes in September, 1985, for all to read and see and form their own opinions?

The Newszine already has run articles on this topic, namely Squeaky Wheels *in issue #26 and* Let's Clean Up Our Act *in issue #33. We also have run a few letters that defend the hobby quite well. Members who are concerned about the bad rap gaming has been getting in the media should look to these articles for advice about improving gaming's image.*

Would POLYHEDRON Newszine be interested in printing a Paranoia adventure? A TOP SECRET/S.I.™ game mission? Rolemaster? Battletech? MERP? STAR FRONTIERS™ game? Alpha Dawn? Car Wars?

Oh! The question! The only reason we do not run more non-AD&D® game material is that we do not get enough of it. We will look at material for **any** *role-playing system, and we will publish it if it is good and we have the space.*

Do you accept comic art (in the style of Dragonmirth in DRAGON Magazine) from anyone?

We ran cartoons by member Jefferson Hankla on the back mailing cover of issue #43, and we have more Hankla cartoons in the can. We would be happy to receive cartoon submissions from other members.

Can you please tell me what issues of POLYHEDRON Newszine rounds 1, 2, and 3 appeared for the tournament module "All The King's Men?" For your reference, round 4 is in POLYHEDRON Newszine #35. I'd like to run it, but I don't want to spend over $100 for all back issues of the POLYHEDRON Newszine just to get three.

All The King's Men *was part three of our* Finnish Myth *series. Part one appeared in issue #33, and the series was continued through issue #36.*

Do you require a proposal for a module submission, a tournament module, or an article, or can I just send it straight off?

Generally, we do not need a proposal for an article, but a cover letter including your full name and mailing address, your membership number, and a paragraph summarizing your article should be included with the article. You should also include a SASE so we can confirm that we have received the article and an additional large SASE with sufficient postage if you want the article returned when we are done with it. However, it is a good idea to send us a proposal if your article contains a major rules variant or if it is especially long, and we like to see proposals for modules and tournaments before you start writing.

Do I have to provide characters for all module submissions?

We like to see characters for all modules, although we sometimes run adventures without characters.

Will you read a module previously rejected by DUNGEON Adventures?

Yes. Our editorial philosophy is a bit different from that of DUNGEON *Adventures, so we might accept something our colleagues have rejected.*

Must I have HQ consent before I advertise and run an RPGA Network sanctioned tournament and attempt to award points for participants?

You absolutely **must** *have HQ's permission before you advertise and run a sanctioned tournament, and tournament organizers do not award points — HQ does.*

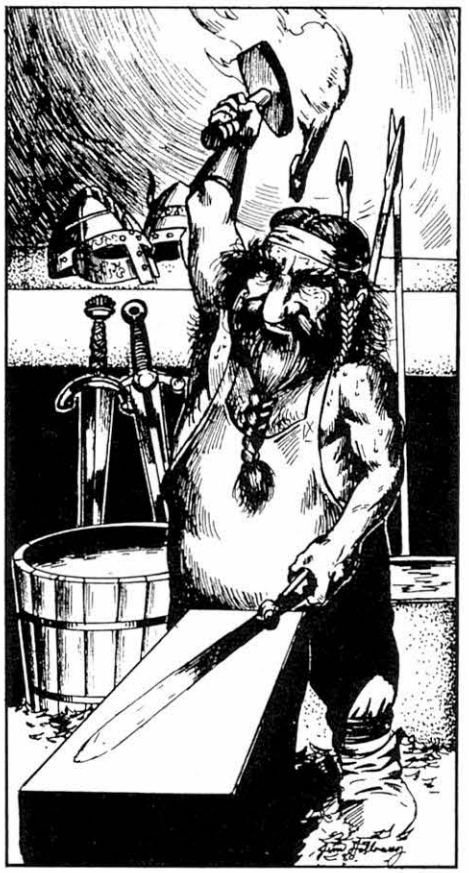
Could you PLEASE send me a copy of the PLAYERS and JUDGES scoring sheets used at the end of tournaments? I have a copy of the Tournament guidelines, but I never got a copy of those two pages.

No. If and when HQ sanctions your tournament we will send you all the paperwork you need.

Can I get those "Out Of Print" issues of POLYHEDRON Newszine direct from HQ? The issues I am referring to are #s 9, 10, 12, and 25.

Sorry. HQ has only a few copies of those issues, and we have to keep them for our archives. Other back issues are available through the Mail Order Hobby Shop. For a catalog write:

The Mail Order Hobby Shop
P.O. Box 756
Lake Geneva, WI 53147
Catalog Request ❑



(Continued from page 6)

cally opposed to the character as written. Other players scored this player fairly high, which was enough to advance him even though he got no points from me. I argued with the tournament coordinator to disqualify this player from advancement and was, properly, overruled.

So what should I have done?

Looking back, I think I chickened out when the players were talking about their character and trying to convince the other players to vote for them. I didn't point out the major role-playing error which this player made, and, through my silence, paved the way to the other players voting for him. Had I pointed out the problems, two things would have happened. First, I think I might have convinced the other players there was a problem and influenced their votes. Second, I would have earned the undying dislike of this player (who is, I might add, a most personable individual).

I prefer to be liked just like everyone else and tend to hesitate about voicing strong opinions, particularly from the DM's seat. I'd like your thoughts on this. Write a letter for Newszine. The answer is less than simple so your opinions would be valuable to me.

Use the time at the end of the round to argue why you played your character as you did. Use it to convince the DM and the other players why you were a good role player. Only the DM has the information to give a second opinion of your character, and you can see the problems I have in making my thoughts known too strongly. However, if you take the lead you just might get some valuable support from your DM, and not just his vote, but an open confirmation that you did things right. Don't just read your character sheet to the other players. Summarize the sheet as you interpreted it and argue for your position. When each player does this, I firmly believe the group will make the best choice for advancement.

So ends my first column. Again, I hope that all of this will prompt you to write your own column, a letter to the Newszine, or even a letter to me (in care of Network).

Good luck in your role playing and look for me at your next tournament. ❑

(Continued from page 7)

Alignment: Lawful Good
Weapon Proficiencies: Dart, Short Sword, Dagger, Whip
Special Abilities: Sage (see below), hawking.
Magic Items: *Ring of the Ram*
Languages: Common, Blink Dog, Elvish, Dwarven, Thorass

Derry Brandondale is a cheerful man, despite his misfortunes as an adventurer. He is slightly overweight from the past few years of relative inactivity, and, standing 5′8″ tall, he weighs 180 pounds. His sandy blond hair is thinning. For a man of forty-five, however, Derry is still energetic and can defend himself quite well with a short sword and his *Ring of the Ram.*

Derry retired as an adventurer when he lost his left arm in a battle. Derry, who always had loved kind, intelligent creatures, stumbled across a battle between a wounded female blink dog and two displacer beasts. Derry quickly killed one of the beasts, but the other severely wounded him in the left arm. The blink dog, separated from its pack and protecting its newborn pups, helped Derry slay the second displacer beast, but at the cost of her own life. Derry, seriously wounded himself, took the blink dog's two pups and staggered back to town. Derry's arm could not be saved. He adopted the blink dogs and settled down in Ravens Bluff. The blink dogs have been with him ever since.

For the past two years, Derry has studied animal lore, adding to the considerable knowledge he gained adventuring. This gives him the ability to answer questions about wildlife as though he were a sage with special knowledge in the Fauna categories listed in the DMG on page 32. It seemed only natural for him to open up a pet shop as a way to earn a living.

Because he adheres to the codes of Law and Good, Derry will not keep any creatures with an intelligence of low or above in his pet shop. As these creatures are intelligent, he believes keeping them as pets is a type of slavery. The blink dogs in the shop are considered friends and are free to move about as they please.

Blink Dogs (Seth & Armas)
Size: Medium
Int: Average
AC: 5
Hit Points: 27 (4 hit dice)
Alignment: Lawful Good
Special Attacks: Rear attack 75%
Special Defense: Blink

Seth and Armas are extremely loyal to Derry and will fight to the death to protect him. They are generally playful otherwise and may blink in and out around friendly parties. The blink dogs share Derry's quarters, but usually will take turns at night keeping watch over The Friendly Familiar.

Animals in stock at The Friendly Familiar

Animal	% chance in stock
Birds:	
Hawk/Falcon	85%
Owl	70%
Parrot	50%
Songbird	95%
Badger, cub	60%
Bear, cub	30%
Cat:	
Common, domestic	90%
Common, domestic, black	60%
Big cat, cub	25%
Dog:	
Common	95%
Cooshee	10%
Purebred	20%
War	35%
Fish, common	25%
Snake:	
Small	85%
Constrictor	50%
Wolf, cub	35%

❑

The ROLE PLAYING GAME ASSOCIATION™ Network

The RPGA™ Network is an international organization of gaming enthusiasts dedicated to excellence in role-playing games. If you're looking for Gamers who share your interest in role-playing games, and if you want to know more about what's coming from TSR, Inc., join the RPGA Network. It was created just for you! And for about the price of one game, you can enjoy all of the following . . .

As a member of the RPGA Network you will receive . . .

- An attractive RPGA Network pin.
- A Membership Certificate suitable for framing.
- A 1-year subscription to POLYHEDRON™ Newszine. In each of the 6 bi-monthly issues of this exciting 32-page news-magazine you will be able to exchange ideas with other members, get updates on RPGA Network meetings and activities, and read exclusive illustrated articles about your favorite role-playing games.
- Information about how you can participate in RAVENS BLUFF™, the Living City, a major RPGA Network project.
- A 10% discount on all your gaming needs from THE MAIL ORDER HOBBY SHOP Catalog.
- The opportunity to attend — and even run — official RPGA Network tournaments at local conventions and be recognized for your talents worldwide.
- Information on how to start your own local RPGA Network club.
- An Identification Card with your membership number and player and judge rankings.

THIS APPLICATION ALLOWS YOU TO TAKE ADVANTAGE OF THE FOLLOWING RATES (U.S. FUNDS ONLY) UNTIL JUNE 30, 1989:

PLAN 1:	$15	Basic 1 year membership, sent to a U.S. address.
PLAN 2:	$39	Optional 1 year U.S. membership, PLUS 1 year subscription to DRAGON® Magazine (12 issues), a total value of $45. (not available to members outside the U.S.)
PLAN 3:	$22	Basic 1 year membership, sent to a Canadian address.
PLAN 4:	$25	Basic 1 year membership, sent to an overseas address by Surface Mail.
PLAN 5:	$45	Basic 1 year membership, sent to an overseas address by Air Mail.
RENEWAL:	$12	Sent to a U.S. address only.

I want to join!

Rush me my membership kit now! I have checked below the type of membership I desire, as well as how I am paying my dues.

☐ **NEW MEMBERSHIP** ☐ **RENEWAL of #** _____ ☐ **RE-OPEN EXPIRED MEMBERSHIP #** _____

Check type of membership: ***Check to indicate choice of payment:*** ***(Please type or print clearly in ink.)***

☐ PLAN 1 ☐ PLAN 2
☐ PLAN 3 ☐ PLAN 4
☐ PLAN 5 ☐ Renewal

☐ Check (Payable to: "RPGA Network" in the amount of $ _____)
☐ Money-order (Payable to: "RPGA Network" in the amount of $ _____)
☐ Credit Card (please complete box below)

Credit Card # _____ Exp. Date _____
☐ VISA ☐ MasterCard
Signature _____ Today's Date _____

Name _____
Address _____
City _____
State/Prov. _____
Country _____ Postal Code _____
Day: Area Code _____ Phone _____
Evening: Area Code _____ Phone _____
Year of Birth _____

All payments must be in U.S. Funds. Offers and dues subject to change without notice. Your membership kit will arrive in 6 to 8 weeks. Watch for it!

Mail to: RPGA™ Network, P.O. Box 97809, Chicago, IL 60678-7809

ROLE PLAYING GAME ASSOCIATION, RPGA and RAVENS BLUFF are service marks owned by TSR, Inc.
©1987 TSR, Inc. All Rights Reserved.

Sponsor _____ Sponsor's RPGA Network No. _____

Please list your favorite games and note whether you are a player or game master for each system:

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____